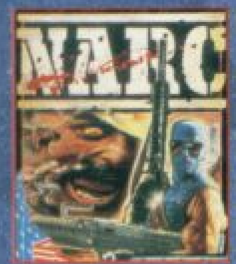


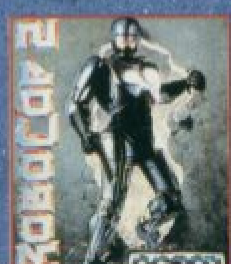
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SPARKS O



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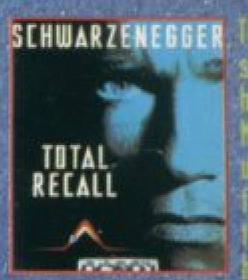
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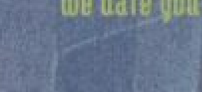
OF GENIUS

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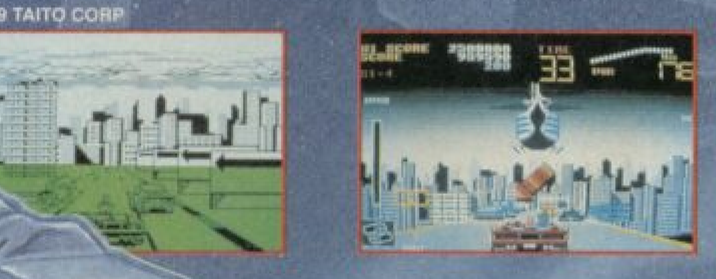
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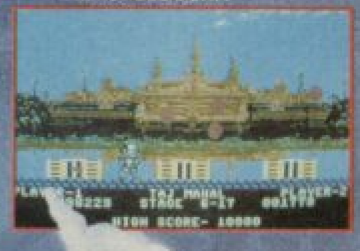


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Hey-Nonny-No! IT'S INTO SPRING WE GO!

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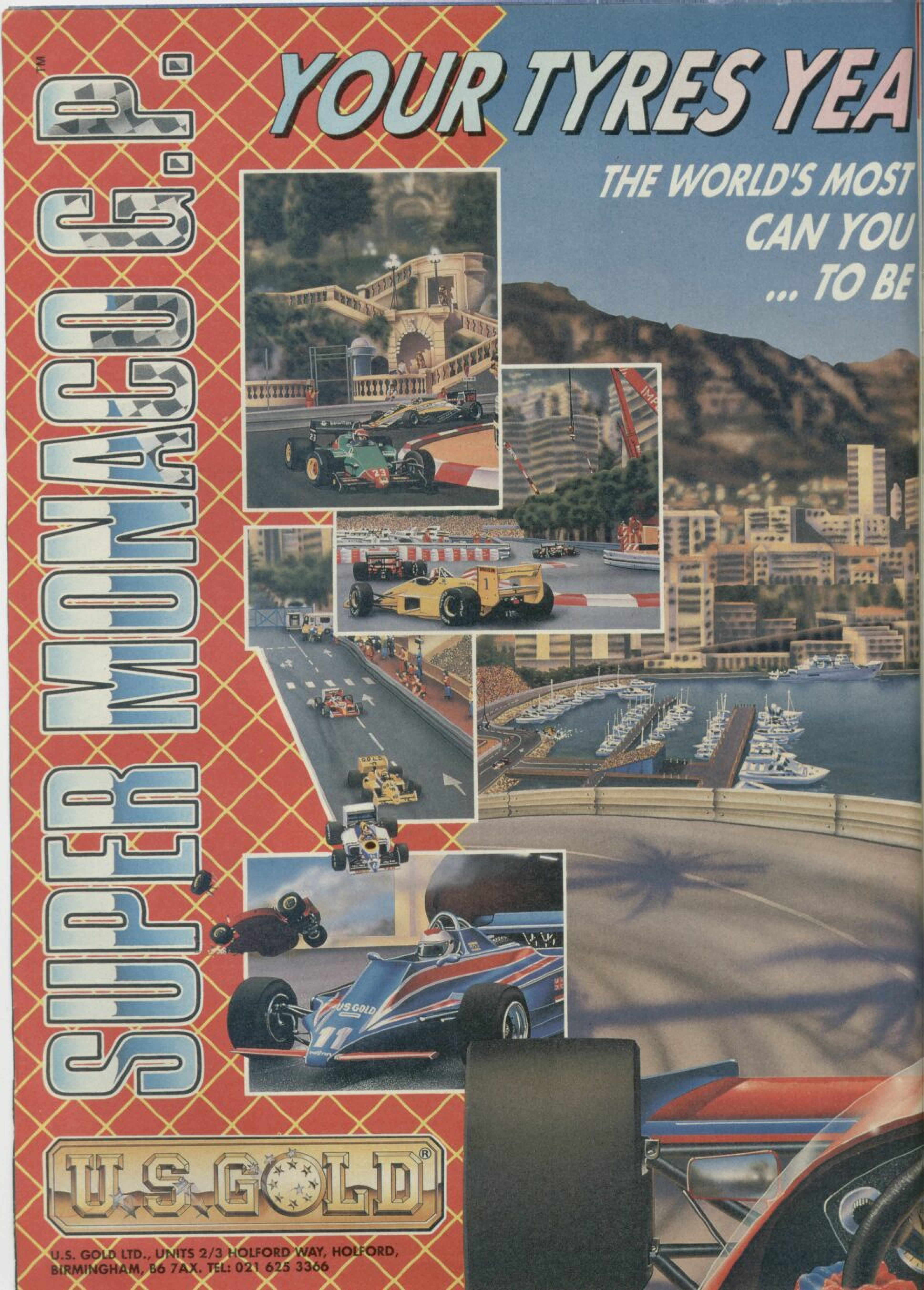
REVIEWS

PREVIEWS

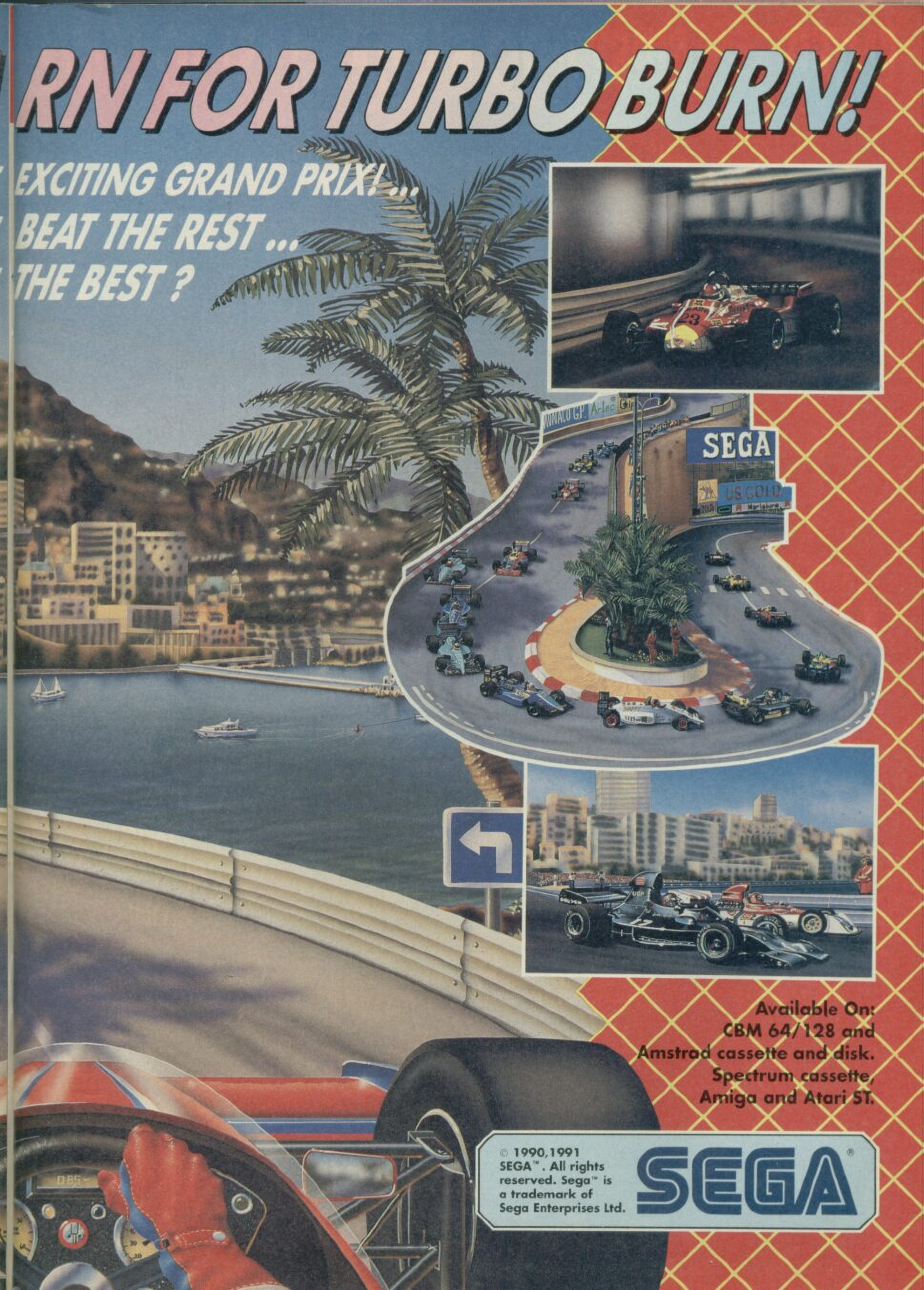
YOUR SINCLAIR

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ZERO - "ZERO HERO" 91% "Stands out in the graphics and atmosphere department. Very convincing. Very open. Very 'being there', add to this the increasingly complicated missions with a growing IQ factor and you have something of a corker that'll keep you coming back for more and more." "A mighty sequel to the mighty 'Carrier Command', except it's rather different."
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YOUR SINCLAIR 6-PACK

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BACK TO THE FUTURE 3

Mirrorsoft

PLAYABLE DEMO

It's like some kind of incredible spooky timewarp! Marty McFly and the Doc have once again returned to the future in order to visit the past. Or gone back to the past in order to change the future. Or changed the present to affect both the past and the future. Er... Anyway, in this third (and final) game they're definitely in the Wild West. (You can tell because they're wearing silly-looking brass spittoons on their heads.) Over on page 18 you can read all about what we think of *BTTF3*, but just as a taster we thought we'd treat you to this exclusive playable demo. And it's the biz!

It's taken from the very beginning of the game, with Doc 'cantering' along on his hossy, quietly enjoying a bit of 'Big Country Panorama'. Suddenly he hears screaming. Oh no! It's that jolly horny school-ma'am – and her buggy's heading straight for the ravine! Of course, this immediately switches the Doc into superhero-mode (him having the hots for said lady and what have you) and so off he gallops to save her, jumping over ravines a thousand feet deep (possibly) and dodging all the tumbleweeds that insist on flying in his face (not to mention the indians who gallop on-screen to protest in extremely vehement terms – ie with bows and arrows – about how her screams have just woken them all up).

It's all a lorra, lorra fun – and sure to have you saddle-sore before sunset! Ya-hooo! (Or something.)



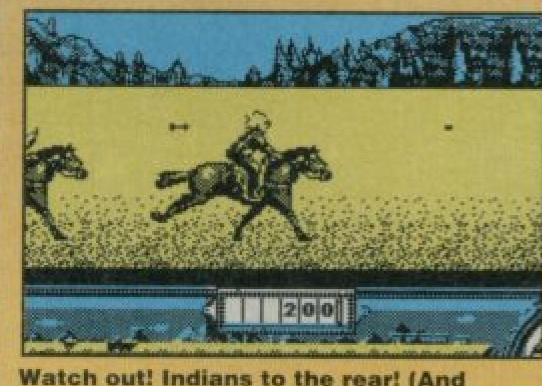
Oh dear. She's gone over the edge, poor thing. (Still, never mind, eh?)

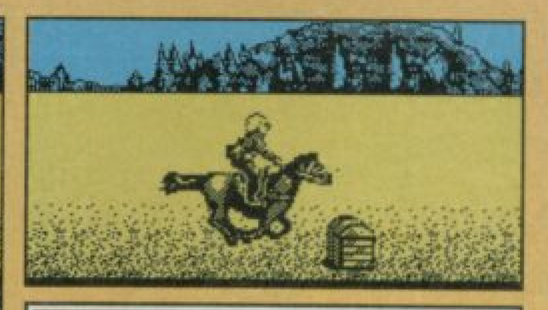


Hmm. They don't look very concerned, do they?



Don't we all, deary, don't we all?





Watch out! Indians to the rear! (And you'd better jump those chests as well – it's like the Horse Of The Year Show!)

CONTROLS

Joystick or define your own keys.

DUN DARACH

Hewson

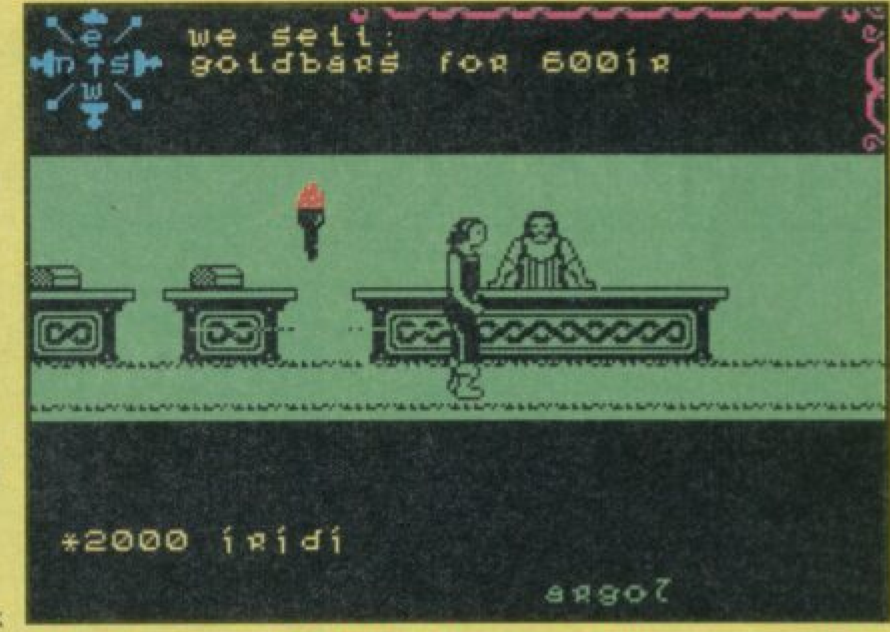


Those who played last month's cover-cassette game *Marsport* will know exactly what to expect from *Dun Darach*. (And they won't be disappointed!) Both formed part of a trio with *Tir Na Nog* and managed to cause quite a rumpus on release because they were so difficult to pigeon-hole. You see, they weren't 'proper' adventures, but then by the same token they weren't exactly arcade games either – they were sort of, well, real-time 'spooky quest' games. And each totally brilliant!

Right then, what's *Dun Darach* all about? Well, for a start it's not set on Mars (like last month's Gargoyle/Hewson golden oldie). Instead we find ourselves in Ancient Britain where a pointless but bloody battle against the Conachta has just taken place. Cuchulainn and his friend Loeg are returning to their hometown of Muirmethne when they stumble upon a wayside inn. Here they meet a woman called Skar who explains that her carriage is a bit capput and wonders if they're gentlemen enough to help her with it. Always a sucker for the flutter of an eyelash (or two), Loeg tells her to lead the way and off they both disappear – never to return! (Eeeek!) It soon transpires that Skar is an evil sorceress, has seized Loeg as retribution and taken him off to the 100%-spookesome city of Dun Darach!

You play 'Cuch' and your basic job is to wander round the city (which is where the game begins) and root out your pal. So, er, let's take a look at it, shall we? (You go first.)

Far out, man! Dig the bovver boots and rolled-up jeans! (Tsk – these medieval fashion victims, eh, Spec-chums!)



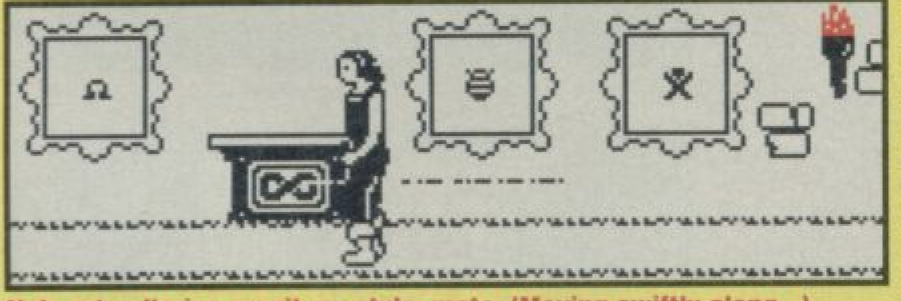
600 for a pesky gold bar! That's a bit steep, isn't it, my good man?

The City

You'd better get a pen and paper handy – this place is worse than Hampton Court maze! It's basically split into different bits called Quarters, which are split into districts, which have got loads of individually-named streets in them, which have loads of individually-numbered houses. And guess what – behind every front door there's anything between one and a zillion rooms to explore! (Just about.) Phew, phew and Barney Magrew!

The Population

It's all very well having loads of rooms but if there aren't any people living in them then you're bound to get pretty lonely, aren't you? But fear not! Good old Gargoyle have thought of everything, because the streets and buildings of Dun Darach are brimming full of colourful characters for you to sit down and have a good long natter with.



Nah, art galleries aren't my style, mate. (Moving swiftly along...)

Some of them (like, say, a butcher) just get on with their assigned tasks (like chopping meat up), but others have their own fully-fledged characters (and animated bodies). Most of them probably have something you want (objects perhaps, or info to help you on your way) and all of them are open to bribery (this can either take the form of money or some other kind of payment). Oh, and watch out for pick-pockets – you can't be killed in Dun Darach but you can certainly mess things up by not looking after your purse properly!

The Currency

So what about the old green, crinkly stuff then? Well, the common currency in the city are Iridi, which are small gold sequins. There are various ways you can lay your hands on some of these and they are by – working • gambling • selling at a profit • stealing • banking. And to get rid of some you can – buy something from a shop (if you don't fancy stealing it!) • get robbed • bribe someone.

And good evening to you! (Polite folk, these psychotic Gaelic lunatics.)

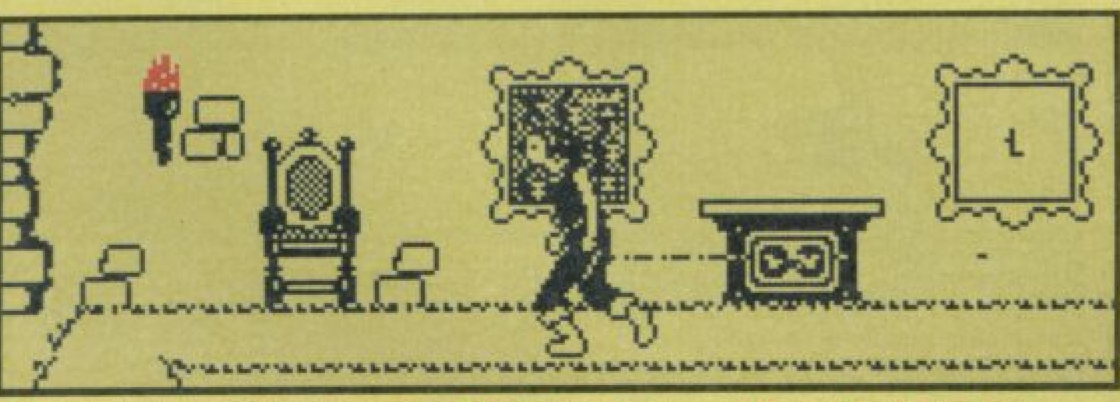
And that's it basically!

It's all a matter of doing lots of separate secondary quests in order to suss out where you buddy is. (And bear in mind that there's no set route so you can complete the game in any 'order' you like.) It's blooming enormous! So don't get lost (we'll meet under the clock at six!)...

CONTROLS

Right, get ready – they're a bit more complex than usual...

Walk left/right	Alternate keys on bottom row
Enter a door	ENTER
Camera left/right	Alternate keys on second row
Pick up/drop	Alternate keys on third row
Select object	Top row 23789
Offer object	4 corner keys
Autorun on/off	4
Freeze/unfreeze	5
Return to options	6



Yikes! We've 'accidentally' wandered into someone's house! (Better nick their video then, hadn't we?)

SWITCHBLADE

Gremlin

PLAYABLE DEMO

At last! After yonks of anticipation Gremlin's *Switchblade* has finally arrived on the Speccy. And is it worth the wait? You bet your jolly green socks it is! Elsewhere in the ish you'll find our official *YS* review, but if it's a demo you want to play, well, you're standing in the perfect spot.



Your entrance to the underground city. (Did you remember to bring your torch?)

You play a hero called Hiro (spook!), a Bladeknight of the Switchblade clan. Unfortunately fortune seems to have poo-pooed on your people rather a bit – not only has your homeland been rampaged by the horrible Havoc, but he's also smashed up the Fireblade (the Switchblade's sacred weapon) and scattered its pieces across the Underworld (which is where he hangs out). Your mission (if you care to accept it) is to recover all parts of the sword and generally cheer your neighbours a bit.

Going down!

What we've basically got on the cassette is the first bit of the game. Bash up the baddies, kick in a few walls to get through to the next bits (and perhaps find a 'pick-me-up' or two and generally have a jolly good romp-around. It's the biz (and tricky with it!).



Hurrah! Mr Hiro saves the day! (You can tell he means biz by that kind of sexy look he's got on his face.)

CONTROLS

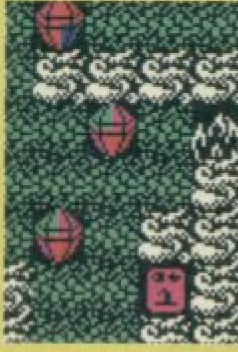
Use the joystick. You have a variety of moves – if you press Fire you kick in the direction you're facing (the strength determined by the length of time you hold the button down for). If you keep your finger pressed on Fire any longer then you bend down to pick something up off the floor.



EARTH SHAKER

Michael Batty





Nope, sorry – your guess is as good as ours...

A rather talented Spec-chum called Michael Batty sent us this one. It's in the style of *Boulderdash* and *Repton*, and sees you as a small robot-type thingie scuttling around an underground land of manic mayhem. Your job is to collect all the on-screen diamonds, digging your way through the soil and dodging the stones and stuff that get dislodged and drop on your head (or not as the case may be). There are trillions of other features (see box-off) and with 32 fun-packed levels you won't be finishing it too quickly, that's as damn sure as mustard!



Right, where to now? Mmm, left and right look like a couple of viable options...



Gosh, it's all pretty colourful, isn't it? (Someone pass the sunglasses!)

BLIMMIN' BATTY!

Michael Batty's a student at Edinburgh University. He programmed *Earth Shaker* on and off over a couple of years, which may seem like a long time to you but take a look at the pics and you'll soon realise why – they're stunning! Mind you, we're not the only ones to spot Mr Batty's talents – according to latest reports (well, his anyway) he's recently been finishing off a game for no less a software house than Zeppelin. Posh, eh?

Have you got what it takes to 'pen' a *YS* 6-Pack game? We'll pay you! Just send in your game to the usual address and, who knows, stardom may await!

DIGGIN' DEEP!

Here are all the different things you find in *Earth Shaker*, with a brief description of what they do...

- Back Door *Go out of here once all the crystals are collected*
- Rocks *Avoid these landing on your head*
- Wall *Inpenetrable*
- Earth *Holds things up. Remove it and rockfalls will no longer be held up*
- Crystal *Collect all the crystals on the screen to open the door*
- Jumping *Jellybean consumption will make you full of beans again (groan!)*
- Forcefields *Sap energy. Disappear when you destroy their monitor*
- Monitor *Drop an object on it to stop forcefields*
- 4D Teleport *Will always displace you to the nearest chamber at the top-left of the screen*
- Elixir *Potion of youths. Restores life*
- Gravity Stick *Lets things get on top of you for a while*
- Bubble *Supports things and extinguishes fires*
- Fire *Destroys you and makes rocks go to pieces. (Not nice)*

NB It will be necessary to catch rocks in later levels. (Work it out for yourselves.)

CONTROLS

Joystick or define your own keys.

BIGGLES

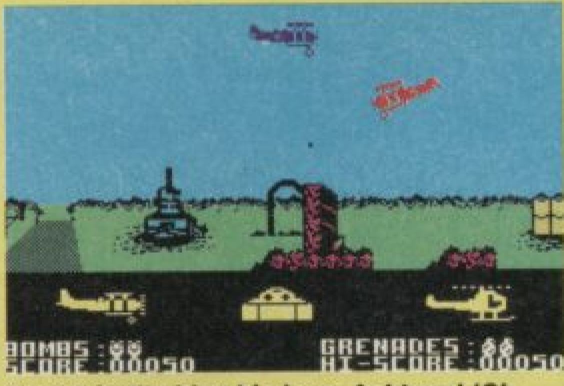
Mirrorsoft

COMPLETE GAME

Biggles, eh? He's a bit of dashed spiffy cove really, isn't he, Spec-chums? Always doing the right thing at the right time (especially if it involves killing the beastly Hun!). Which means he'd better switch on his goggle-wipers pronto 'cos he's about to enter the *wrong* time and get chased around modern-day London by the flipping SAS! (Eeek!)

You see, *Biggles* The Game isn't actually based on the famous books at all. Instead it's licenced from a sort of *Star Wars Meets Biggles* Hollywood movie they made a few years back (you may have seen it – it was on telly just before Christmas). Hence the psychedelic time travel stuff that makes the game jump from 1917 to 1986! (Spook, eh?)





You're in the blue bi-plane. Achtung! (Oh sorry – wrong language!)

So what have we got? Well, the first thing you'll notice is that it's a horizontal-scrolling shoot-'em-up – and rather a natty one at that! In the first bit you're flying Biggly's biplane over France, dodging enemy fire and giving the opposition a bit of the old bombs-away and ratatatat. And then suddenly – WHOOOOSH!! You find yourself on a rooftop in modern-day London being chased by loads of Lewis Collins-type chappies! (Since none of us have actually seen the original movie we're not exactly sure *why* this happens, but we do know that whenever you get 'zapped' it's usually because you're just about to die – or something.) Anyway, just as you've spotted Telecom Tower on the skyline you're thrown back into WW1, this time 'sans avion' and stuck down these horrible dark caverns, which you have to run about in, shooting guards and throwing grenades at machine gun nests! (Blimey!)

And there you have it – action-packed adventure all the way! (Just don't forget to take along your goggles and the white silk scarf.)

BOMBS : SCORE :01650 GRENADES :88 HI-SCORE :01650

Biggles defies death on the rooftops of modern-day London.

BOMBS : SCORE :01650 GRENADES :888 HI-SCORE :01650

Biggles defies death in 1917 war-torn Frog-land.

CONTROLS

Use Sinclair or Kempston joysticks, or the following keys...
P = Up • L = Down • Z = Left • X = Right • Space = Fire/Bomb

PRACTICAL POKES

THE MOVIE

Jon North

As tidy and bijou a set of POKEs as you could ever possibly want – and then some! That's right, folks, after a prolonged campaign of pestering we've finally allowed Mr J North and his amazing performing POKEs some verily-long-deserved space on the cover cassette. Hurrah! (And that's only the beginning – because as of this month we're going to be doing it every single blimming issue! Hurrah Again! Caramba! By Jingo Stiffly Percy!)

This month, the POKEs are (in no particular order at all)...

- *Fast Food* Infinite lives
- *Line Of Fire* Both players immortal
- *Nightbreed* Infinite lives
- *Lotus Esprit Turbo Challenge* Always qualify
- *Moonlight Madness* Infinite lives
- *Last Ninja 2 Remix* Infinite lives
- *Puzznic* Infinite time and retries
- *Shadow Of The Beast* Infinite lives
- *Strider II* Infinite lives
- *UN Squadron* Both players immortal
- *Wizard's Lair* 255 keys, infinite lives, energy and weapons

WHAT TO DO) HIGHLIGHT THE ROUT
THANKS/HI'S Y, DAMIEN SCATTERGO(
GOSSIP 4. I S'POSE THAT MEA
THE RESULT INFINITE LIVES .....
FAST FOOD LINEOFFIRE LOTUSESPRT
MOONMADNES NIGHTBREED NINJAREMIX
PUZZNIC SHAD.BEAST STRIDER 2
UNSQUADRON WIZARDLAIR
YOUR SINCLAIR PRACTICAL POKES BY JON NORTH!! A DAMN SIGHT BETTER THAN OTHER "MAGS" CRUDDY EFFORTS!! DEAN...

When did you see a funkier display screen on your Speccy, eh? (Oh, excluding the Tiptionary tape, that is!)

Tape Trubbs

Well, after last month's little fiasco no-one wishes you a healthier and happier cover cassette more than we do! But (deep breath) if your tape does refuse to load then at least you know where to return it to (and get a brand-new replacement). Simply send your 6-Pack off with an sae to *YS* Six Pack No 1, Tape Returns Dept ('Mar' issue), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD, and you'll have a shiny new copy speeding through your letter box and into your Corn Flakes quicker than you can say "What the..."!

Matt Does Spooky Dr Who Face Change! Jonathan Does Blind Date! YOU Win A Couple Of Thingumajigs (Perhaps)! Read All About It In This Month's...

Psssst

GADGY'S GONE GA-GA!

Er, we're not quite sure how to break this to you really, but, er... **Matt**'s gone! (Basically.) That's right, Spec-chums, with over two years' service, our beloved Ed has finally picked up his stick and polka-dot rucksack and departed from the merry shores of *YS*. "But it can't be true" you cry! "We loved him so much!" And so (sob) did we. The official explanation is that all he's done is pop off to edit a new Future games mag (called *Amiga Power*), but the truth, sadly, is a far more grizzly affair.

The bloke went off his rocker.

Of course, it all seemed like youthful spirits at first. When Matt said he was Gadgy The Mutant Ninja Duck we just smiled and nodded. When he set himself up as Lord Bielby we chuckled politely. By the time he was wearing the tiara and signing his letters 'God Almighty' we'd already moved our desks outside the shed and surrounded them with trip wire. It was heart-breaking.

Naturally, we wanted to give him the attention he so badly needed (but couldn't because of getting the mag out), so, eventually (about the same time Linda's left ear dropped off from frostbite), we resigned ourselves to the obvious solution. A couple of chaps in white coats appeared on the scene and we moved back into the shed. Utterly, utterly tragic.

So what happened after the celebrations then?

Well, we had to get a new Ed, didn't we?! And who should bounce merrily into the spotlight than our very own beloved ex-Production Editor. Yes, ladies and gentlemen, a big hand (and some flowers) for Mr **Andy Ide**! Now, we know what you're thinking ("He's that hippy!") but, hey, give a fella a break. The shed's already looking different, the air is full of the gently-wafting scent of cinnamon, and the bells they are tinkling. (It's all jolly nice really.)

And if that wasn't enough we've also acquired one **James Leach** as Games Ed! James used to work on another Future mag called *Amstrad Action* with his great buddy **Adam Waring**, and you should have heard them scream when they found out about their split! What a pair of big girl's blouses! So we promised to let Adam come and visit James from time to time – as long as he starts writing a sort of tecky letters and news column for us next month. Ha ha!

So there you have it – megachanges at *Your Sinclair*! There might be a couple of insy-winsy litttle changes we've got up our sleevy-weevies but nothing too catastrophic. (After all, if you're the best-selling mag in the Speccyverse then why tamper with greatness? Hurrah!)



GIVE THAT MAN A KISS!

Oh no! It's that soppy Valentine time of year again! That's right, folks, the day when you fork out on the red roses and then get really depressed when everybody gets a card and you don't! (Tsk – romance, eh?)

And what could be more romantic than Jonathan Davies? Worra lad, eh, girls? You might remember that (ooh, ages ago) we had a competition with the truly wondrous prize of a dinner-date with old JD himself.

Unfortunately there must have been some major distribution problems with the mag that month because, er, only 2 young ladies wrote in. But here they are anyway, and aren't they a lovely pair! (Ahem.) First is **Angela Burgess** and she comes from Romford in Essex and next is **Liz Deighton** who lives in Sheffield. Hurrah!

True to our word we've sent their details onto JD who, even as we go to press, is still pacing the length of his smelly bedroom trying to decide which one to take out! But fear not – all will be revealed next month when we'll have a special on-location report from the scene of passion. (Move over, Cilla, your days are numbered!)

And I'm Liz!

Hello, I'm Angela!

PECULIAR PETS CORNER

Mmm. Didn't quite get off the ground this one, did it? And here's **Mike Walpole** from Wolverhampton to finally put it to rest. What you got, Mike? "It's Donna-tell-me, my Teenage Mutant Ninja Frog." He's a looking a bit under the weather, Mike. "That's because I trod on him this morning – he'll soon perk up." (Spunky fellas, these Ninja Frogs, eh, readers?)

T-zers

● First, a couple of sports-you'd-be-better-off-playing-for-real-rather-than-on-a-computer. **Krisalis** are developing what they claim is only the second-ever squash 'sim'. (Cripes!) Veterans may remember *Jonah Barrington Squash* from many moons ago, and now there's the rather more originally-titled *Jahangir Khan Squash*. The game promises a 3D view of the action and should, of course, be fast enough to completely knacker you out (just like the real thing, in fact).

And then there's **Challenge Software** who are coding a game all about that universally famous cricketer (who we've never actually heard of) Robin Smith. The game is called *Robin Smith's International Cricket* (where do they think up these titles?) and it promises to go where no cricket game has gone before (Iceland perhaps?).

● **Thalamus** new platform title *Creatures* has been getting strong reviews on other formats and should be heading our way soon. (You play a cuddly character called Clive Radcliffe. All your friends – also cuddly – have been kidnapped and you've sworn to snatch them back and kill all the bad guys.) After that they'll be releasing *Armalyte*, a shoot-'em-up which we know absoutely nothing about (except it's very, very violent).

● News just in about a forthcoming release from **Electronic Zoo** called *The Magic Garden*. You play a green-fingered gardening gnome called Grobble and it's up to you to keep all your flowerbeds in good growing order. Of course you're not very popular because there are loads of other gnomes who want to cock it all up for you. (Ho hum.) Should see something around Easter.

● **Infogrames** have been pretty busy lately. Further on in the ish we've got a review of *North And South*, and then in Future Shocks a quick look at *The Light Tunnel*. But that's not all, Spec-chums, because hot on their heels comes the very *Tetris*-like *Welltris*. It's basically the same gameplay but in spooky 3D, with you looking down a sort of well as these blocks fall away from you and land at the bottom. It looks like a serious mind-bending experience really – and also dashed difficult! (So what's new, eh?)

● Last to be released from the current **Ocean** checklist is *Toki*, a 6-level multiscroller set in lots of jungle-like locations. You play a mighty warrior-turned-neanderthal-ape and you've got to fend off all manner of demonic challenges. (Time to get that Tarzan leopard-skin costume out of the cupboard again!)

● And finally, **Audiogenic** are converting that incredibly weird 3D coin-op hit *Exterminator*. It's all to do with a large pair of hands which travel around suburban houses, thumping and crushing all manner of yucky bugs and pests. Spook!

NINJA CHOPPED!



Oh dear oh dear oh dear. Was that a cock-up or what? Unless you're deaf, dumb and blind (in which case how are you reading this?!) you'll surely have noticed that last month's Four-Pack was, in fact, only a, er, Three-Pack. *Ninja Hamster* was the missing culprit and it was all down to an incredibly last-minute 'accident' over which we had no control (honest) nor any time whatsoever to mention it in the mag. Pleeease forgive us! (Of course, you could always take a look at our brand-new beefed-up 6-Pack to bring a smile back onto your face!)

YS COMPO — PASS THE MUSKET!

If you've casually flicked through the rest of the ish you may have spotted our rather fantabulous review of *North And South*, Infogrames' new strategy arcade based around the US Civil War. Well, Spec-chums, we loved it so much that not only did we give it a Megagame, but we also phoned up our funky Frog friends to see if we could blag a few copies (preferably five) to give away. And guess what! They said yes! So here's a question for you – who burned Atlanta down in 1864? Was it a) General Fawkes, b) General Sherman or c) Jeremy Beadle? Answers on a post card please to *Frankly My Dear I Don't Give A Damn (But I Do Really Otherwise I Wouldn't Have Entered This Compo)* Compo at the usual address. The closing date's Feb 28th, and the best jolly luck to all of you!

YS COMPO — Sting-ray On Stun!

Spook! Can it be that someone's produced a joystick that for once doesn't look like a Lada gearbox? We couldn't believe it either but here's the proof! It's called the Sting-ray, it's from a brand-new company called Spectravideo, and we reckon it looks pretty darn funky! (Actually, it reminds us a bit of the phaser-like Konix Navigator, our favourite office game-testing tool.) According to the blurb, it's got 'extremely durable microswitches' (oo-er!), is 'ergonomic-ally' designed (whatever that means!) and, er, well, that's about it really.

And, as chance would have it, we've got FIVE of the blasters to give away completely FREE! All you have to do is tell us who made the original *Stingray* series on telly – was it a) Clive Anderson, b) Gerry Anderson, or c) Hans Christian Anderson? – and send your entries in on a post card to *Marina, Marina, Aqua Marina, What Are These Strange Exhaust Fumes I Smell Whenever You're Near* Compo at the usual address (before 28th Feb). Bingo!

COMPO WINNERS!

You may remember our *Gazza 2* compo from the January ish – and here are the lucky winners! Are you ready, **Tim Hamer** of Buckingham? Well, you'd better be because you're the lucky bod who's going to be trotting off to meet Mr Sucking Sausage Rolls! Hurrah!

Copies of the game go to **Andrew Baylies** of Whitney-on-Wye, Herefordshire, **Nick Graham** of Norwich, **Stuart Tipper** of Kidderminster, Worcestershire, **John Allen** of Langdon Hills, Essex, **Alan Davidson** of Fife, **Iain Brignell** of Tideswell, Derbyshire, **RC Wathan** of Swansea, West-Glamorgan, **David Hill** of Aylesbury, Buckinghamshire, **Andrew Francis** of Chelmsford, Essex and **Mark Staker** of Plymouth.

As if that wasn't enough Empire very kindly sent us 10 signed footballs as well. One each then to **Matthew Bell** of Southport, **Thomas Maher** of Brierfield, Lancs, **Matthew Fox** of Sheffield, **Carl Bates** of Workington, Cumbria, **Paul Hickey** of Worcester Park, Surrey, **Christopher Cook** of Laughton, Sussex, **Gary Nisbet** of Chingford, London, **Paul Vernon** of Catford, London, **Stuart Heywood** of Hereford and **Steven Salt** of Chesterfield, Derbyshire. Congrats, one and all!

YS SPECCY GALLUP CHARTS

Time to find out what you spent all that Christmas money on!

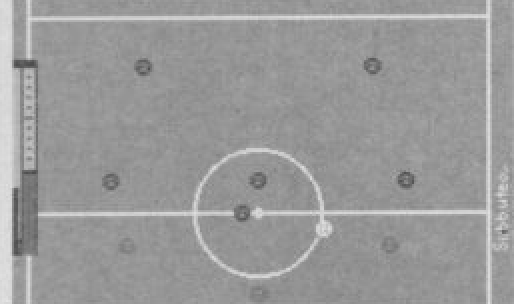
FULL PRICE TOP 20

(Last month's positions are listed in brackets)

1 (NE) *Teenage Mutant Hero Turtles* Mirrorsoft
2 (4) *Robocop 2* Ocean
3 (NE) *Golden Axe* Virgin
4 (NE) *Hollywood Collection* Ocean
5 (NE) *Chase HQ 2 (SCI)* Ocean
6 (NE) *NARC* Ocean
7 (NE) *Lotus Esprit Turbo Challenge* Gremlin
8 (1) *Shadow Warriors* Ocean
9 (2) *Back To The Future 2* Mirrorsoft
10 (NE) *Gazza 2* Empire
11 (NE) *Gremlins 2* Elite
12 (NE) *Super Off-Road Racer* Virgin
13 (3) *Kick Off 2* Anco
14 (12) *Rainbow Islands* Ocean
15 (11) *World Cup Soccer '90* Virgin
16 (9) *Midnight Resistance* Ocean
17 (14) *Wheels Of Fire* Domark
18 (NE) *Pang* Ocean
19 (NE) *Strider 2* US Gold
20 (NE) *TNT Compilation* Domark

BUBBLING UNDER

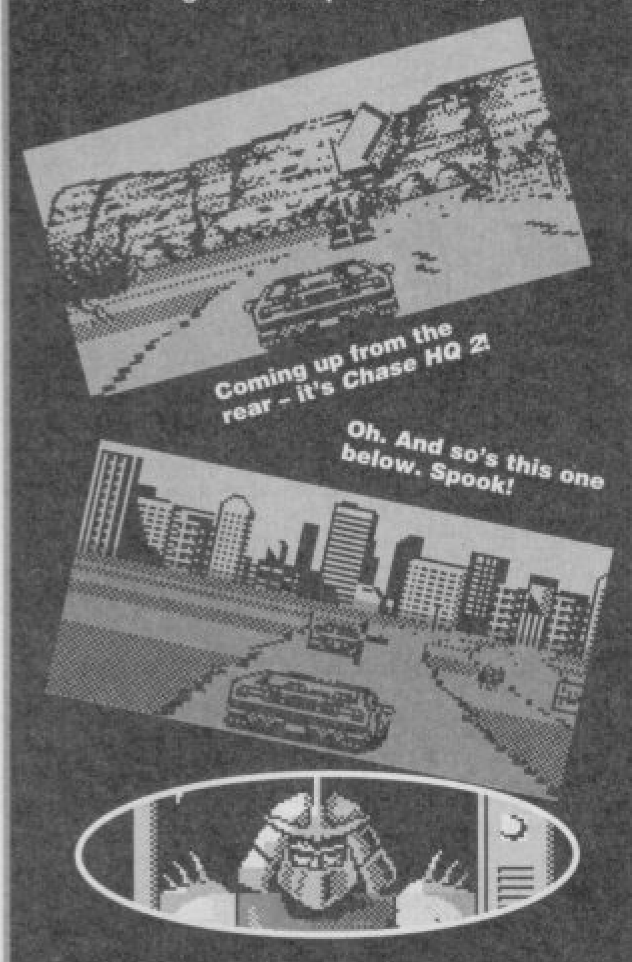
Shadow Of The Beast (Gremlin), *Subbuteo* (Electronic Zoo), *Oriental Games* (Microstyle)



Oh no! Not a green pitch again! Anything but that! No! Please! Aaaargh!

FULL PRICE

Well, the charts certainly have been busy since the last time we saw them (ie just before Christmas). As you can see, all the festive blockbusters have taken up poll positions in the Top 10, headed by those stars of screen and sewer, the *Teenage Mutant Hero Turtles*. Nice to see *Lotus* and *Ivan Ironman Stewart's Super Off-Road Racer* doing well – both good, solid products that may not have all the shine of a big movie licence but deserve to be bought in abundance anyway. The only sad thing we can spot is *Pang* – we expected it to zoom in much higher. Perhaps next time, eh?



Coming up from the rear – it's *Chase HQ 2*!

Oh. And so's this one below. Spook!

BUDGIES

No surprise to see *R-Type* locked in so securely in the Top 3, but *Paperboy* and *OutRun* aren't doing too bad either, are they? Other rereleases which should be up at the top for quite some time are *Op Wolf* and *Target Renegade* (although we'll probably be completely disproved by next month's charts!). At least it shows one thing – there may be more original product being released by the budget houses (the Codies go from strength to strength of course) but it's always the old full-pricers which tend to clear up at the tills.

BUDGIES TOP 30

(Last month's positions are listed in brackets)

1 (3) *Paperboy* Encore
2 (2) *R-Type* Hit Squad
3 (10) *Target Renegade* Hit Squad
4 (1) *OutRun* Kixx
5 (NE) *Operation Wolf* Hit Squad
6 (NE) *Kwik Snax* CodeMasters
7 (8) *Run The Gauntlet* Hit Squad
8 (9) *Rastan* Hit Squad
9 (6) *Soccer Double* E & J
10 (5) *Quattro Adventure* CodeMasters
11 (12) *Treasure Island Dizzy* CodeMasters
12 (NE) *Double Dragon* Mastertronic
13 (7) *Guardian Angel* CodeMasters
14 (NE) *Dizzy Collection* CodeMasters
15 (NE) *WEC Le Mans* Hit Squad
16 (15) *Quattro Arcade* CodeMasters
17 (14) *Pro Golf* CodeMasters
18 (16) *Quattro Super Hits* CodeMasters
19 (19) *Track Suit Manager* Hi Tec
20 (NE) *Renegade* Hit Squad
21 (NE) *Silkworm* Mastertronic
22 (NE) *Barbarian 2* Kixx
23 (NE) *Yogi – Greed Monster* Hi Tec
24 (11) *Jaws* Alternative
25 (NE) *Predator* Hit Squad
26 (4) *Quattro Combat* CodeMasters
27 (18) *Match Day 2* Hit Squad
28 (NE) *Top Gun* Hit Squad
29 (NE) *Platoon* Hit Squad
30 (NE) *Indy And The Temple Of Doom* Kixx

BUBBLING UNDER

Batman 3D (Hit Squad), *Batman The Caped Crusader* (Hit Squad), *Super Hang-On* (Hit Squad), *Miami Cobra GT* (Players)



GO WiLd!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
ocean
SPECTRUM . AMSTRAD CARTRIDGE
COMMODORE CARTRIDGE
ATARI ST . AMIGA
OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS.

BACK TO THE FU

Mirrorsoft/£10.99 cass £15.99 disk



James I do wish that brat Marty McFly would stop mucking about with the orderly procession of time. It does all seem a bit dangerous, doesn't it? (Mind you, he's probably thinking of all the money he'll earn from *BTTF 4, 5* and *6*, so why give a fig, eh?)

But anyway, enough of the pontificating – what's this *BTTF3* jobby like then? Well, for those who've never seen the movie it might be handy to quickly sketch out what's going (or gone, or about to go) on.

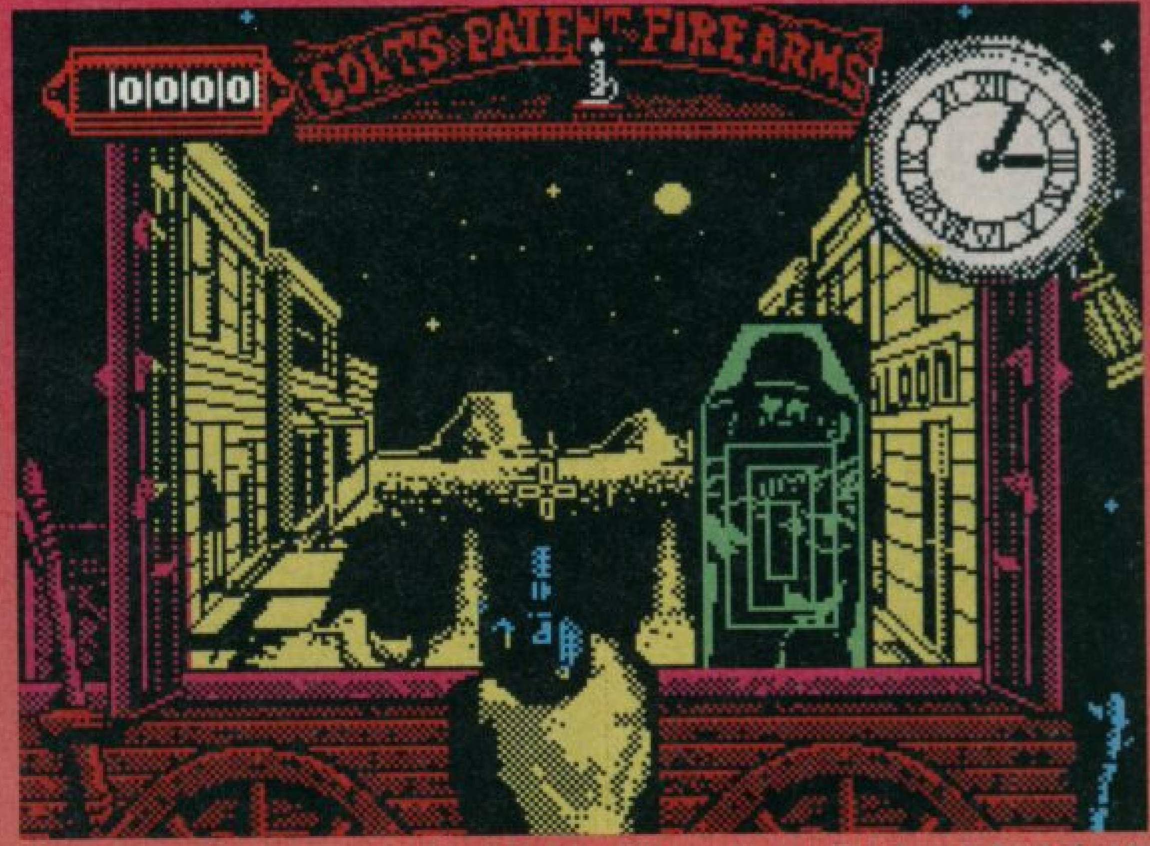
Doc and Marty have travelled back to Hill Valley and found themselves in the days of the old Wild West. A stray arrow from an Indian attack has caused the DeLorean's fuel to leak away, thus well and truly dumping them in it. Further to this, Doc then goes and falls in love with a girly called Clara, and then he and Marty do something which doesn't exactly put them on speaking terms with a gang run by a big, bad bully called Buford (a very old descendent of Biff from the previous 2 games). Groo!



Cripes! That's not the Doc, is it? Best not shoot him if it is or we'll never get out of here!

Right, Level 1...

Well, as you may well have spotted from playing our super-spanky demo on the cover cassette, Clara's in a pony-trap heading over a ravine. Doc, on horseback, is racing to catch up, but being hassled by loads of rocks, tumbleweeds and debris from the cart, all of which he's got to leap over or shoot. The level's actually split up into two – a standard horizontal scroller, for the jumping and shooting, and a vertical view. This second bit's better – it's a sort of *Ikari Warriors* type thing, with Doc galloping along and dodging the shots of Injuns who are firing down on him from both sides of a canyon. Bit tricky, that, and lots of fun! Then there's another stint at the horizontal view, then there's *another* bout of the canyon ride, and so on and so forth...



Here we are at the fairground, with all the nice little ducks parading along in front of us to shoot. (Except this guy's not a duck. He's a horrible smelly soldier. Quick, zap him, Mart!)

Okay, you've done all that. Next you get to the town shooting gallery, with a highly detailed (well done, lads) 3D perspective of your gun and targets. As they pop up you get to show off your crack-shot skills and generally impress all the locals, led by Buford, the chief baddie. A cross indicates where your shot will go, so basically you manoeuvre it over your targets (or where you think they'll be). (Actually there are some nice touches of humour here – they've thrown that bit from the movie in when Marty calls himself Clint Eastwood, and there's also a bit when the ducks roll past on a conveyor belt and you see an alarm clock and a cuddly toy trundling by slowly. If only there was Brucie himself to aim at!)

Mind you, it's not all japing around – if you aren't quick enough at popping all the target's socks off then the last one, a large and rather mean looking gunfighter, will actually take a pot-shot back at you! Blimey! That's not exactly what you pay 30p for, is it?! This section is great fun to play, and your trigger finger will itch as you wait for the next target to pop out.

Right, what happens next? Only that the locals suddenly get narked off and try to kill you! And what do you do in return? You throw pie-plates at them! (Weird, eh?) This is Level 3, where you are in the town square, and, armed with a big pile of crockery, you must take out each member of Buford's gang. It's a sort of bird's-eye angled 3D view as you scuttle back and forth collecting the plates to hurl. Once you've hit everyone, Buford wanders out into the street, shooting you (great graphics, incidentally). Pie-plate him repeatedly until he collapses and dies (or goes unconscious. Or something. Anyway, until he's lying very still).

And this should be enough to see you onto the last level – getting a train to push the (rather knackered) De Lorean car up to the magical 88mph so it can break through the time barrier (or whatever) and transport you safely back to your cosy little 20th bedroom. Hurrah! What's more, while you're doing this, smelly old Buford reappears back from the dead to try and cock it all up! (Bit of a deviation there from the movie, but we'll let it go, eh?) Er, other than that I'm not too sure what happens on this level because although Matt got to have a look at it in the Megapreview (and said it was pretty stonking!) I couldn't, er, actually get that far (ahem). Just goes to show that the game's not all that easy to beat, eh? Ahem. *(You're fired, Ed)*

A-ha! Here's Biff's horrible yobbo cowboy grandfather, Buford. Time to...

... Whack him one with one of my amazing flying saucers! Hurrah!

Lots of bits of pieces really

Like *BTTF II*, this is really a collection of 5 smaller games with a common theme (5 games because Level 1 contains 2 different sequences). Each little sub-game forms a complete (if rather tiny) game by itself and although none of them really grabbed me by the throat and yelled into my face, neither did they slope off miserably and cry in the corner.

The best section is the vertically-viewed ride in the canyon from Level 1. It's the simplest graphically with small, fast sprites, and proves that fancy graphics aren't the be-all-and-end-all of any game. (The shooting-gallery bit isn't too bad



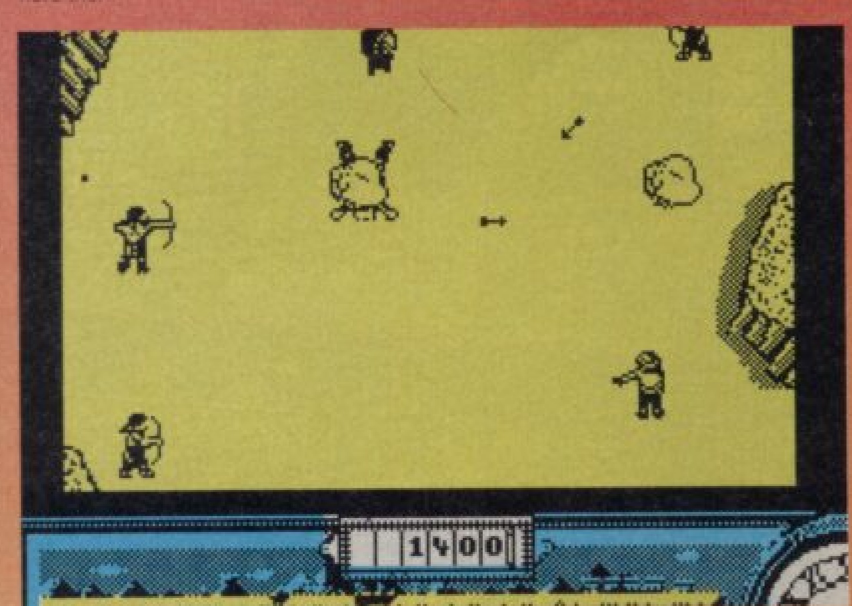
either – all split-second timing and big detail.) Talking about graphics, well, generally they're very good, and different too – we've got 2-dimensional, 3-dimensional and even 4-dimensional views represented here (time being the 4th dimension, of cours, hem hem). Sound, too is different in each section, with nice touches like the theme tune to *The Good, The Bad And The Ugly* (or somesuch Clint-ish western) being playing out during the pie-plate throwing bit.

It's certainly better than *BTTF II* – it's more balanced. For example there's no annoying but-easy-to-solve puzzle bit to get in the way this time round. The games are all linked up quite well, and they're all fun. In fact the game's strength is probably that there's so much variety in it – taken individually these games wouldn't be all that incredible, but gelled together they'll see you through a few days' fun. (I suppose.)

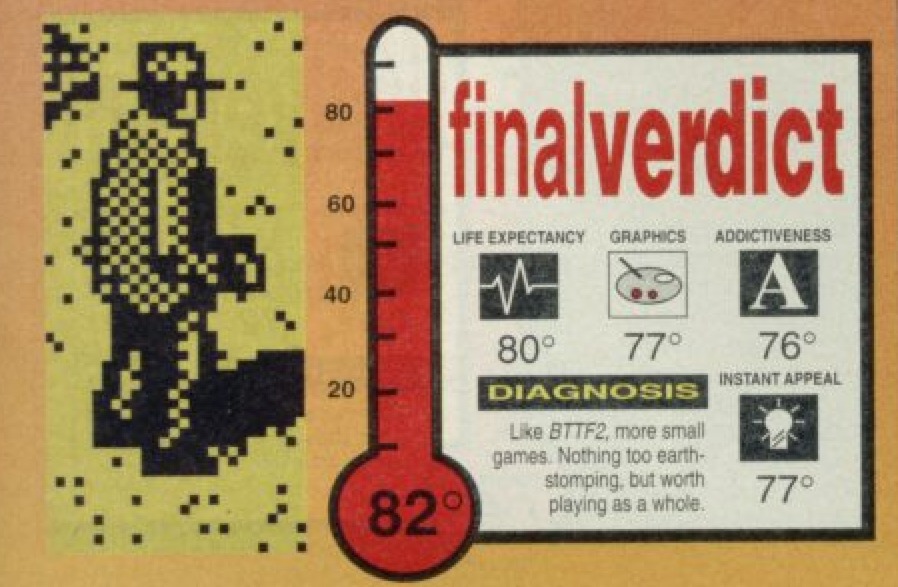
Right then, now I'm off to nip forwards in time to see what BTT4's like. *(There isn't going to be a* BTTF4. *Ed)* Oh. Er... perhaps I'd better stay here then.

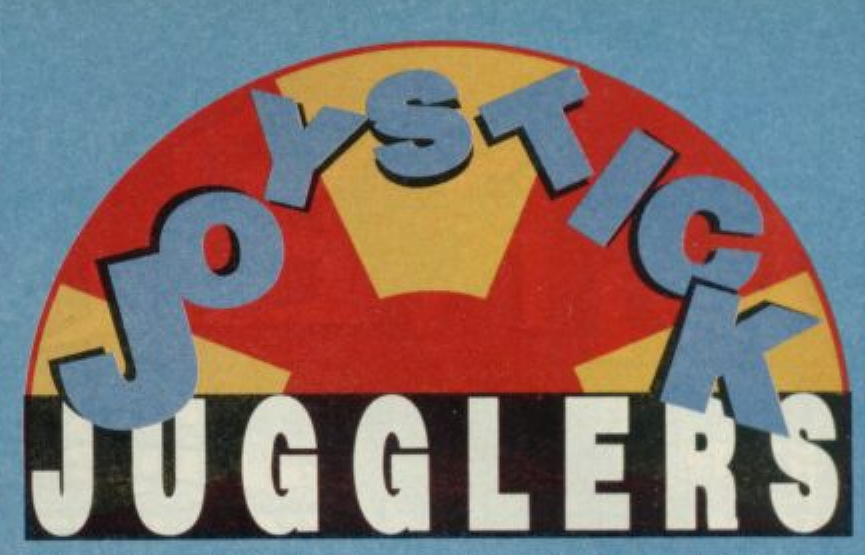


Here's *Ikari* bit from Level 1 – with me peddling like mad to dodge the arrows!



Coo! They certainly know how to surround a guy, these Redskins! (Oh, and that's not a rock that's squashed me – just a dust cloud.)

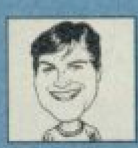




The world may be lacking in the old Love And Peace dept at the moment but here in the *YS* Shed there's definitely a soppy kind of Valentine expectation hanging in the air. We asked the Jugglers for their thoughts on this day of romance and red roses...



Andy Ide Have you ever had a Valentine's card then, Andy? "Er, no, I haven't actually. But I don't care. All those horrible kittens and hearts make me want to barf." But we thought that's what hippies were into? "Not at all. We're into cosmic harmony of a superior nature, not some sick-o capitalistic moneymaking conspiracy thing." Yikes, that told us. Up the revolution!



James Leach What d'you think of Valentine's Day then, James? "I love it! It's probably one of the best days of the year because I get cards from all my ex's. (I do feel sorry for the postman though!)" Are you a bit of a big manly stud then? "Um... well, I suppose you could say that!" Then why did you make such a fuss when you had to leave Adam behind on *Amstrad Action*? "Er, well, Adam and me have been mates for ages. It was very traumatic, but..." Pah! We've seen more manly Barbie dolls!



Linda Barker "I hate it!" said Linda, thumping her fist on the table. But that's not like you, Linda, we said – we thought you'd be into all that *My Guy* love stuff. "I am – but not Valentine's Day. All those smirking people who've got cards and I never have! (Sob.) I don't fancy roses much either. But romance... ah, summer days, green grass, daisy chains, a cool guitar boy and a Hit Parade album." What a soppy-woppy, eh, Spec-chums?



Jonathan Davies Do you like roses, JD? "Um, they're alright. Once when Farty and I went to visit my Great Aunt Jessie we did her gardening for her. I mowed the lawn and Farty, er, pruned the rosebushes. Great Aunt Jessie was really upset, they were her favourite Lady Mary Jenkinson variety. Yes, Farty really liked a Lady Mary or two. I didn't think much of them, they were mauve. I prefer yellow ones." Fair enough. What about romance, JD? JD? Oh, he's gone. (Was it something we said?)



Jon Pillar Romance is life to you, isn't it, Jon? "No." Oh come on, no need to be so modest. Surely you've made a few hearts beat quicker in your time? "Well, somebody did fancy me once." A bit of alright? "If you must know, I was only 6 and she was 10 and she got me behind the bike shed and... Look, it was really horrible and I don't want to talk about, okay?" Alright, we und-erstand. Sorry we asked. (Psst, Jon – did she have pigtails? Tee hee!)

HIGH SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!
80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!
70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.
60° – 69° A few niggles. Lacking in certain areas. Think before you buy!
50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.
40° – 49° Um, below average (believe it or not).
30° – 39° So sick it's due to be hospitalized.
20° – 29° Very poorly indeed.
10° – 19° Critical – not expected to last the night.
0° – 9° Clinically dead.

GREMLINS 2 THE NEW BATCH

Elite/£9.99 cass/£15.99 disk

James They're back! Just when you though it was safe to go into the kitchen, you get assaulted by a manic horde of slimy little creatures intent on only one thing. Destruction. Oh, and having themselves a really good time. (So that's two things, actually.)

This is the lift where you'll appear. From now on you're in Gremlins country!

Under attack from a skateboarding baddie!

Hideous little reptiley things!

It's been several years since the carnage caused by the hideous little reptiley-things, when Gizmo, that loveable little Mogwai, was taken back into the care of the old Chinese shopkeeper. The action's now moved from Kingston Falls to New York where a tycoon called Daniel Clamp is busy developing up the town (which probably means causing a lot of destruction of his own – bit of ecology, there). Somehow loads of not-so-nice Grems escape from their lab, start to run amok in his building (Clamp Tower) and all flipping heck breaks loose!

This is where you come in. As Billy, you're now trying to rescue Gizmo before night comes (which makes them even horribler, remember?) so off you trot to the lab where the party's in full swing. The plan is to collect a some objects with which to make a sort of anti-Gremlin device, and needless to say you're racing against the clock before all the uglies go out and, er, 'take Manhattan'.

Keep your torch handy – it'll come in useful for melting the little critters when they attack.

Some are hidden behind the computer waiting for you!

And here's one jumping on you now. Quick! Out with the fresh Duracells!

Rad and mad!

And, er, that's the plot. The game is a sideways-scrolling platformy type thing, with a large shoot-'em-up element thrown in for good measure. You're armed with a simple flashlight at first (Gremlins can't stand light), but can pick up other, more powerful variations along the way. The torch throws out little chunks of light that could easily pass for laser beams. The effect is the same – you kill the Gremlins.

As you progress from right to left you find that the Gremlins come in many different forms. Some walk, some fly, some ride skateboards (these are described as "rad and mad for some reason, it's a bit depressing really) and some even turn up in whopping great bubbles. These last ones are impossible to kill by the way, although you can always send them off in the other direction with a few bursts of flashing torchlight.

The problem you'll come across very soon is one of size. You're pretty large on the screen, and the Gremlins aren't exactly small, so avoiding them is very difficult – it's like being stuck in a can of sardines! In fact you'll be lucky to get very far at all in the first few plays, because whole crews of nasties will descend on you, making your flashlight virtually useless.



This poor guy has really been done up like a turkey by the mischievious Gremlins. To the right is an extra time icon, to the left a flashlight. But watch out for the pogo-ing Gremlin behind

The library section. It's pretty quiet now, but things'll soon hot up!

Torchlight won't harm the ones in bubbles.

Hey, Gizmo!

If you get far enough you can pick up a three-way beam torch. This sprays light around the place, zapping everyone out of your way. Another very useful way to clear the screen of baddies is to find a Rambo-Gizmo icon. Collect it and you'll summon Gizmo himself. He'll fly in on a parachute, spraying what look like toy arrows at all the Gremlins. Hurrah!

Gremlins 2 has nice graphics (they're certainly large enough), but they become unclear whenever all the moving sprites and things get near to each other. The screen easily gets confused, and you repeatedly lose lives because you can't see what's going on. The movement is a bit sticky, too. There isn't any pin-point accuracy, and Billy doesn't respond very well to your control. All this combines to make *Gremlins 2* rather irritating. It isn't particularly fast, so you can't dash around using your reflexes to avoid the attacking baddies. You are limited to jogging left and right, with the occasional jumps onto the platforms above.

And it just doesn't come off. The game is a pretty difficult right-to-left scroller, and requires both practice and a method. But it's also annoying, and you won't have a hell of a lot of inclination to continue playing.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
68°	72°	69°	73°

DIAGNOSIS

Platform that's too difficult and glitchy to make you really want to stick with it.

80 60 40 20

72°

WIN! WIN! WIN!

A HI-TECH SET OF OUTER SPACE COLLECTABLES! (OO-ER!) PLUS QUITE A FEW *STAR CONTROL* T-SHIRTS AND YOYOS!



Accolade reach for the stars!
Phew! *Star Control*, eh? What a ripper game this is going to be! It's all about some horrible interstellar war heading through space towards Earth and the human race joining forces with all the goody aliens to fight off all the baddy aliens! We should have the full review ready by the time you open up next month's ish, but in the meantime here are some prizes for you to win (as a sort of launch celebration thingummy)...

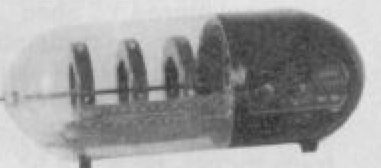
And they're the biz!
They certainly are. In fact, we haven't seen such a fun-pack of funky prizes in, ooh, yonks! Take the first prize for instance. It's not actually one prize at all – it's four! And they're all out of this world! There's a mood clock (which changes colour every 3 seconds), a portable plasma thingie (touch the glass and brilliant light gathers round your hand), a UFO musical calculator, and a capsule radio with flashing red lights. It's enough to turn your bedroom into a landing zone for ET (or something)!

And the runner-ups don't get too bad a deal either! The first 10 get a natty *Star Control* T-shirt and then the next 20 get some brilliant *Star Control* yoyos. You can't lose basically! (Well, you can, but it's worth having a try anway, isn't it?)

So where's the catch?



Well, much as we'd love to just hand them out willy-nilly to everyone who wanted one



we do only have a limited number, which means we've had to come up with a sort of 'sorting-out' process. So, er, here are some questions. They're all to do with the sort of good old-fashioned heroes the world needs today – the kind of blokes who aren't afraid to look an alien in the eye and say "Go away, you nasty Mr Alien, you!". Read on...

1. Which century (AD) did Buck Rogers travel to in the TV series?
a) 24th
b) 25th
c) 17th

2. Who played the first 'cinema' Flash Gordon?
a) Buster Crabbe
b) Buster Bloodvessel
c) Brian Blessed

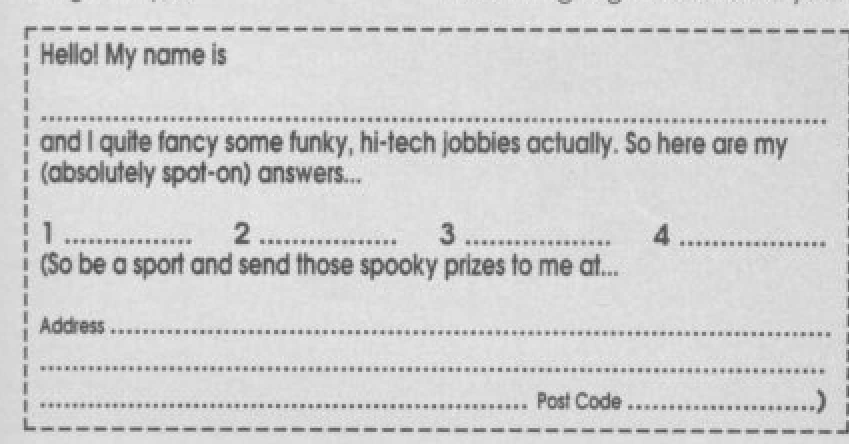
3. What was the second *Star Trek* movie called?
a) *Beyond the Farthest Star*
b) *The Search For Spock*
c) *The Wrath Of Khan*

4. Where do the aliens come from in *War Of The Worlds*?
a) Krypton
b) Mars
c) Zork

Right, got 'em? Good-oh! Now jot the answers down on the coupon and cut around the dotted line, stick the bit you're left with onto the back of an envelope (or postcard), and send the resultant sticky mess to *Hi! I'm A Teenage Slime Person From A Planet Far Superior To Yours And I Wouldn't Half Mind One Of Them There Plasmatic Orbs Compo*, *Your Sinclair*, 30 Monmouth Street, Bath, Avon, BA1 2BW. And the closing date is February 28th 1991.

RULES

- No employees of either Future Publishing or Accolade Software are allowed to enter this compo or they'll be banished to the coal-mine colony on Planet Didgy-Doo in 17th Solar Block.
- You'd better not mess with the Ed or he'll whip out his TF22 9-inch Zorg-Zapper and blap you into scrambled eggs!
- All compo entries must have travelled through that great black hole they call the Post Office by February 31st 1991 – or they go straight in the bin!



Hello! My name is

....

and I quite fancy some funky, hi-tech jobbies actually. So here are my (absolutely spot-on) answers...

1 .... 2 .... 3 .... 4 ....

(So be a sport and send those spooky prizes to me at...

Address ....

....

.... Post Code ....)

Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW

Star Letter winners receive three free games! All letters win a YS badge!

Hurrah! No more Letters pages with me getting harassed by Matt! Yippee!

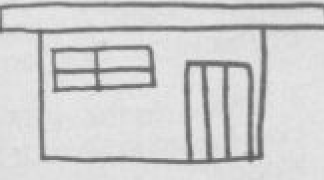
No, but seriously, folks – of course we're all a bit 'cut up' about Matt's departure. As I sit here in his chair, I remember the times we spent together – of how we laughed and frolicked and watched the setting sun from behind the romantically grime-splattered *YS* Shed window. And then I remember how he used to call me names, how he used to flick rubber bands and set incredibly painful traps for me. He was a bit strange really. Anyway, I'm Andy Ide, I'm the new Ed, it's jolly nice to meet you, and welcome to *my* Letters page! (Ha-ha!)

I'M NOT FRENCH, BUT...

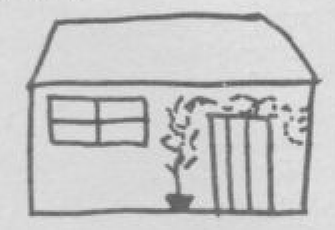
Bonjour Ed!

No, I'm not really French! What I wanted to know is, do you have to pay Poll Tax on the *YS* Shed? The reason I want to know is because me and my Speccy are planning on moving into our shed, with the cat, so we can get some peace. Also, what does the Shed look like? Is it...

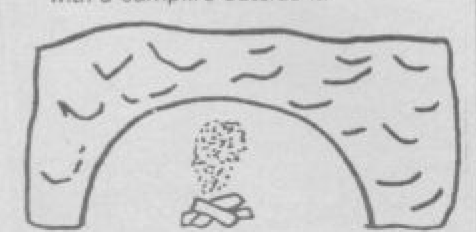
1) Flat-roofed?



2) Pitched roofed, with a pretty clemetis climbing up the wall (lovely!)?



3) Or a cave somewhere in Bath with a campfire outside it?



I know that all Speccy owners everywhere are dying to know. So please print this letter so that everyone in the world will be eternally grateful to me for asking!

Lyndsey Bennett
Beccles, Suffolk

If you're not really French then why start a letter with "Bonjour"? I know why. You thought Matt would open it and say something horrible about the French. But he didn't – I did. And I think all this nonsense about the French has gone on long enough. I happen to like the French, so there!

Anyway, 'Le Shed'. Yes, well, it doesn't look like any of your doodles at all. It's more of a 'lean-to' really. It's made of brown planks and it's quite nice. It's even nicer inside, it's yellow and white, a bit cramped but cosy. We've got window boxes which are just full of earth at the moment, but the daffs will be out soon so we'll go out and pick a few. Basically, it's lovely. (And yes, we do have to pay the Poll Tax.) (Except we haven't.) **Ed.**

WOTCHA, NAT!

In retaliation to 'Dick' Swann's letter, heavy metal music IS crap. De La Soul are stonking and MC Tunes is the ultimate audio-visual experience. Some rock type groups are good (Hendrix is fab – and lives in Kelston Park). Queen are great, Pink Floyd are good and even Iron Maiden aren't 'bad'.

Anyway, heavy metal is crap. So shut up or Matt (friend of the stars) will get Turbo B to jump on you.

With this letter I'm enclosing the tickets I won for the Computer Shopper Show competition. On the only day I could get down to London, it snowed and Britain was left in turmoil. I got all the way to Cheltenham, and it took me over an hour to get that far! So, folks, Matt's middle name is... not Geoffrey!

Finally, hi to Natalie Davis.

Sven 'Steve Anderson' Andersson (no relation to Steve 'Sven Andersson' Anderson)
No fixed abode

DOODLEBUGS

I must admit I was pretty impressed with the contents of the Doodlebug box this month. In fact I was so impressed that I couldn't decide which was the best. So I chose 2! First up is RICHARD POUTNEY (who'd better send me his address if he wants his games!) for his rather witty *Shadow of the Best*. And IAIN AU-YONG and TIM WOMACK of Leicester did the now-sadly-out-of-date-but-still-pretty-groovy *Snow Strike*. Well done, one and all.



There were so many letters about this heavy metal versus De La Soul stuff that I'd like to get the matter over and done with in one fell swoop. Here goes...

Neither type of music is crap (but some bands are). MC Tunes is crap but The KLF are good. Pink Floyd are crap but Motorhead and Aerosmith are brilliant. The ultimate audio-visual experience is to be found at the bottom of a pint glass of shandy and Jimi Hendrix is dead (and lived in Norwich). End of story.

Oh, and the only stars Matt was ever friendly with were Big Fun.

And as for the Computer Shopper thing, well, I wasn't there so you really didn't miss that much. (But I'll send you three games anyway for being so enthusiastic.) **Ed.**



A SENSIBLE SORT OF A CHAP WRITES

I'm writing to complain about Mr DJ McKean. What a prat, eh?!

1) *YS* is a lighthearted magazine and slang is used to make it more interesting. I bet when you were younger you used words like 'groovy' and 'hepcat'. I have to admit though that words like 'skillo' and 'brillo' are a bit out. Words like 'gindy' and 'spunkicious' are the ones to use these days.

2) The mag is aimed at teenagers, so why not have a younger editor? If you think Matt looked a dork in those glasses, then take a look at the Christmas *TV Times*. The editor looks a right prat in that Santa costume.

3) The bit about editors being "either a man dressed in a suit and tie, or else a lady married with children" is just a titchy bit sexist, don't you think, Mr McLean? *(I don't think he does actually. Ed)*

4) I use slang quite a lot and I'm doing fine in my GCSEs. I have never beaten up any old ladies, or any of the other things teenagers are accused of doing. Slang does not make me "an ill-bred youth", and what do you mean by "you look like that sort of person"!!?? People can't help what they look like.

5) Mr McKean seems to be just as bad as the teenagers he loves to hate, with his prejudices against age, sex and the way people look.

Anonymous
Linton, Cambridge

Well done, An! Couldn't have put it better myself. (Well, I could but I couldn't be bothered.) We had a veritable bucket-load of letters about Mr McKean's little outburst and this was the most sensible and lucid. So it gets this month's Star Letter. (There – a sensible choice for once. None of this namby-pamby 'close your eyes and pick a letter out of a hat' nonsense, eh? Well, not for this month anyway.) Mind you, I'm not too sure about 'gindy' and 'spunkicious'. **Ed.**

GI'S A GO

I have been a Speccy fan for years and still find myself enthusiastic as ever. *(Good for you. Ed)* Last week my nephew and niece came round so my sister could have a break.

Anyway my nephew found me playing a couple of games and asked if he could have a go. After 20 mins or so my family had coaxed me into loading a game for him against my better judgement. After a long and daunting time, to my amazement, he started to get pretty good at it. Eventually he got bored so I put another game on for him and left him to sort it out for himself. By this time his younger sister had fallen asleep and it gave me a chance to make a cuppa and watch TV. After an hour had passed I went to check on him. To my horror I found him in a mess of tape and empty cassettes. But worst of all, yes, you guessed, my collection of *YS*'s had been horribly mutilated.

Yours sickened
Richard Cheason
Stubbington, Hampshire

Well, my sickened Richard, what can I say? You aren't much cop as a babysitter, are you? It's your sister I feel sorry for more than you. First you say it took your family 20 minutes to persuade you to let your nephew play on your Speccy (you mean blighter!) and then you leave the poor wretch to strangle himself in cassette tape! Why didn't you just give him a can of petrol and some matches to get it over and done with? Nope – horribly mutilated copies of YS seem like a bit of a fair deal to me. **Ed.**

MEAN, MOODY AND PROUD

Can you help me? I'm the proud owner of a 128K +2 Speccy. But I can't buy any games because I'm a student on a pitiful grant. I've tried lots of jobs but I've failed miserably. This is where you (the *YS* team) come in. Please, please, please will you do one or both of these things...

1) Write to John Major and beg him to give a computer grant to students.

2) Make this the Star Letter and make a miserable student very happy.

A Very Moody College Student
Yeovil, Somerset

I wrote to John Major.

And students are meant to be moody and miserable, that's what they're there for. **Ed.**

ANNIHILATION ACROSS THE NATION

Dear Ed,

Prepare to meet your doom. I have enclosed in this envelope Kevin (the mutant-crazed-psychotic-chainsaw mad-ninja sausage). I have instructed him to annihilate you if you don't make this the fabled Star Letter. And no trying to eat him either, I have coated him with deadly poison.

The Mad Black Pudding Of Bury
Bury

That's the spirit. I sent him on to Matt for you. **Ed.**

A HUGE HITTING THING

I was aimlessly flicking through some back issues, kindly sent to me by your good selves. And suddenly it hit me like a huge hitting thing! Of all the things your good supplement covers, it doesn't cover a burning issue in the fast-moving computer world – RUBBER PADS!!!

All keyboards have them, yet there's not one single article on this revolutionary discovery. Well, missus, I have taken the liberty of writing one for you. Prepare yourselves, here is *YS*'s first-ever article on the rubber pads at the bottom of your computer... "Rubber pads, they're rubber, they're padded, they're on the bottom of the computer and they stop bugs eating yer chips."

There you have it, and you can keep it. That'll be a fiver and a wad of eels, s'il vous plait.

Dillon 'I'll Remove The Cause, But Not The Symptom' Wolfe
St Cleer, Cornwall

Actually, you must have read my mind. Because I was just thinking about those little rubber pad thingies. In fact, I've just written a poem about them. And it goes something like this...

Little black rubber thing,
You make my heart sing.
You make everything
Groovy.

WONDERFUL WORLD OF SPECCY

Portugal again?! It's like some horrible song from *Dirty Dancing* that keeps creeping back into the Top 30 just when you thought it was dead. Anyway, a resident writes...

MOTHER KNOWS BEST

I am a great *YS* fan. Your mag is so good, so good, that sometimes I prefer reading *YS* to playing Speccy games, because a Speccy will never talk to me like you (Matty, Davey etc) do.

I think my brother will think like me, but unhappily he doesn't talk English. He doesn't know what he's missing...

I buy every *YS* issue I find on a shop. But here in my town it's incredibly hard to find an *YS* magazine for sale, and because it since September '88 I have collected only 8 issues. It's a pity, no?

My dream is to make a *YS* sub. But the matter is that my mummy doesn't let me waste money since the Datel Electronics in your country have stolen me £20 when they didn't send me the product I ordered and paid for.

You won't be cappable to do something like it, will you?

Greetings to all *YS* staff.

Yoao Miguel Campos
Vila Vieosa, Portugal

Er, well. Greetings to you too, Mr Campos, you old amigo you. Your letter raises quite a few interesting points. First – I'm sorry that your Speccy refuses to speak to you. Why you expect it to in the first place is beyond me but commiserations all the same. Secondly, I'm rather surprised to hear that you find YS on shops. Can this mean that Portugal has become overun by all those horrible worm-monster thingies from the Tremors movie and everyone's jumped on their roofs? (A long shot admittedly, but you are a bit of a 'spook' country so anything's worth a try.) And thirdly – your dream is to make "an YS sub". Does this mean you'd like a job as sub-editor, or simply a subscription to Your Sinclair? Whichever, hard luck, matey,' cos you can't have either. Matt was a bit soft on these things but there's going to be quite a lot of tightening up around here. No more of this crap sympathy lark. I know you lot think I'm a hippy, but I will not be taken advantage of. **Ed.**

Little black rubber pad,
You're a great li'l lad.
You make me very glad
(And)
Groovy.

It's a bit derivative, I know, but it sets out the whole affair better than your feeble attempt. **Ed.**

UNHAND ME PLEASE, SIR!

Give me the Star Letter and I shall release all British hostages.
Yours faithfully
Saddam Hussein
PO Box Iraq, The Gulf

I thought you were dead. **Ed.**

A DAY IN THE LIFE

I wonder if you wouldn't mind giving a little space to the scribblings of my pen on your letters page. This piece is called "A Day In The Life Of A Child With A Love For His Speccy".
10.00: Descend the stairs. Make myself a cup of tea. Use Assam tea instead of English Breakfast variety. I was gutted, what a start to the day!
11.00: I tried to get through to *Going Live* to see if I could have a go on *Feed The Frog*. But I couldn't.
12.00: Tried to load *Robocop*, it wouldn't.
14.00: Walked into computer shop, put on my deep and serious voice and told the geezer that it wouldn't load. He promptly loaded it up on his computer. I heard him mumble "stupid little git". In reply I lied and told him my dad was a top lawyer and would get him done for slander. He didn't believe me.
16.30: Went home, found out that my fave team (Watford) had lost.
What a git of a day.
My mate bet his 3-star table tennis ball that you wouldn't print this.
Robin Harrison
Stevenage, Hertfordshire
PS I couldn't half do with a 3-star tennis ball.

Well you've just got one so stop sulking. And what a pathetic little life you lead! Quite unbelievable. Here's a quick run-down of one of my average days.
10.00: *Lazily open my eyes and watch the sunlight's flickering patterns on the ceiling. Get up, have a long soak and then coffee and croissants.*
11.30: *Stroll into town, go to the antiquarian bookshop. Meet some pretty famous people for lunch in a really posh restaurant.*
14.00: *Drop into work and knock off a few pages.*
16.00: *Go home to my penthouse suite for a nap.*
19.00: *Meet some more famous people for dinner in yet another posh restaurant. Go to the wine bar and then clubbing. Hear of a rave, so go to that.*
6.00: *Get home and go to bed.*
It's tough at the top. **Ed.**

SMALL PRINT

Hello, I'm John McGregor.
Daz Ellis, Summerhill, Wrexham, Clwyd
Alright, John, how's your father? **Ed.**

Aha! Semi-ecleptic wombat vines! Ho! Sprawling numismatic travelling irons! Yeehah! Numerous vast heliotrope pomegranate-herding vertices! Er, yeah.
Leigh 'Beyond Help' Loveday, Port Talbot, West Glamorgan
Aha! Bovine friend replacer! Ho! Cervine football violater! (Two can play at that game.) **Ed.**

I hate Gazza – I wish he would die.
Siadwell
Your day will come. **Ed.**

For whom the bell tolleth, shall be Ye, for thy is not, what hethheth be!
Dan (Ye Old) Gavrovski, Milton Keynes
'Hethheth'? Well, you've scared me anyway. **Ed.**

Are you sure MC Tunes is doing an ad for Tunes?
Mista D, Little Stoke, Bristol
Well, Matt was, but he lied a lot. **Ed.**

"Garcon! Votre mere est un parapluie."
Vicki, Wareham, Dorset
Zut alors, j'ai trois dans le sac! **Ed.**

Trainspotter Award



THE METAPHYSICAL ICE CREAM QUESTION

I was shocked to see that one of the questions in your Compo On Every Page was very badly researched. I refer to the question "What are you if you can communicate directly without speaking?" The answer is obviously that you're deaf and dumb and therefore use sign language. You got it totally wrong and said that you are telepathic. As everyone knows, you can only communicate telepathically while you are floating around inside a remote black hole called zip-thwee which is located just behind the orane nebula, and then only if you are drinking isotonic Lucozade at the time. As no-one has even managed to sight this black hole without turning into a bucket of warm ice-cream it makes your competition slightly crap. As a direct result of this, my budgie has died. I therefore claim a Trainspotter award and a new budgie.
Alex McLean
Coleford, Gloucestershire

Well, that's where you're wrong, matey. I made Linda thoroughly research every question for that compo. You're right in that she turned into a bucket of ice cream for a while, but she's 100% back to normal now we've taken the Flake out of her ear. And she says you're wrong about the orane nebula. So you can't have a Trainspotter. **Ed.**

NAN NAN HEY HEY

I hereby declare that I deserve 3 Trainspotter awards. The reason being that in issue 61 on the Gazza poster at the bottom left-hand corner there is a parcel with a label on saying "To Nan, from Mum". I am told that you cannot be the mother of your nan. Also in the same issue on page 31 on the competition bit, it says "The pot of gold awaits you at the end of the rainbow on page..." and the page number isn't stated.
If you can come up with excuses for these two mistakes then I have reason to believe that *'Your Sinclair'* is spelt *'Your Sinclair'* and not 'dsafg threyj'.
I will let you off these 3 awards if you send me a copy of *A Day In The Life Of Rich Pelley* by Andrew Johnstone and also a copy of *Advanced Lawnmower Simulator II* by Steven Anderson.
David Swanson
Stockton-On-Tees, Cleveland

The present doesn't say "from Mum", it says "from Mun". You can have one Trainspotter. (And 'dsafg threyj' has always been spelt 'dsafg threyj'.) **Ed.**

BIG HEAD

I'm only ten and even I can spot a mistake in your magazine...
Christopher George
Alton, Hampshire

My, aren't you a clever one? When I was ten I wrote a couple of novels, in French. **Ed.**

BUD PICO'S HOW TO DO IT!

And now, here he is... nationally and internationally respected as the hardest working man in the home improvements business, it's – Bud Pico! Er... actually no-one's written to Bud this month and he's getting ever so lonesome! Not only that, but he's been opening some of the Ed's letters instead. Er... so take it away, DIY superstar...

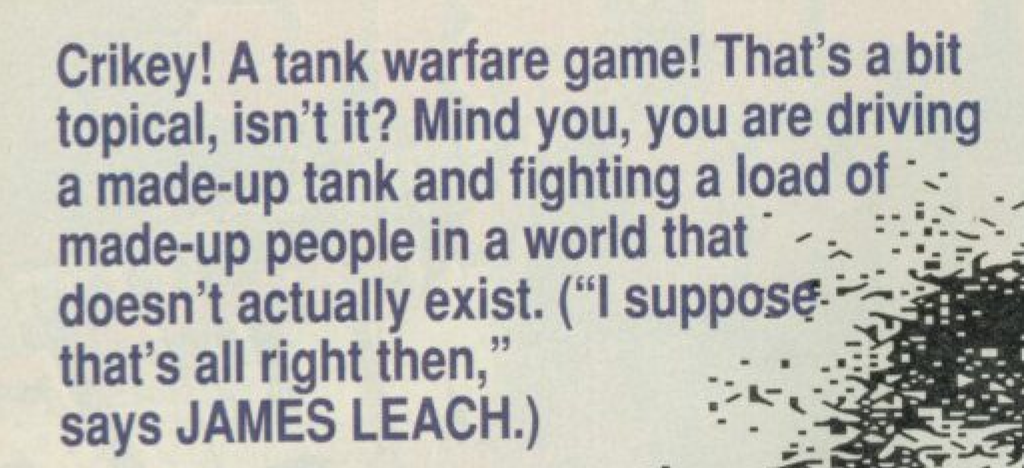
Dear ~~Ed~~ Bud,
I recently purchased a Cheetah Specdrum, the 'digitised drum system for the Spectrum' and it's fab. To 'pump up the volume' I've taken the phono plug from the back of it and whacked it into my dad's Nakkimichi quad amp with Bose 'Muthafunka' 200W speakers. Although the system is absolutely skill, and I feel just like Cozy Powell, all my neighbours have now started complaining. Can you get the *YS* team to go around and tell them to stop?
Dennis 'Cozy' Watson
Leek

Dear Dennis
Complaining neighbours, eh? Well, maybe they've got a point. I'm also afraid that all the YS team turned their noses up at a trip to North Staffordshire, so instead here's a helpful tip to remove neighbour annoyance (also an inexpensive alternative to cavity wall installation, mums and dads). You'll first have to check the condition of the walls surrounding your 'drum studio'. If they're external walls, then the chances are that they'll have a cavity inbetween them. Using a 3/4" masonry drill, make a hole in this wall as high as you can – try standing on a step ladder. Then nip down to your local supermarket and invest in about 40 packets of Rice Krispies and a plastic funnel. Back home, poke the funnel into the hole in the wall and pour all the Rice Krispies into the cavity. That caters for that wall. Now for the others. Take all the boxes you've now emptied, and glue them around the remaining walls (empty egg boxes will do just as well) and 'Hey Presto!', one sound-proofed room. You can now Specdrum away to your heart's content and neighbour annoyance will be a thing of the past!
Oh, and by the way, I'm sending you a special 'Bud Pico Taught Me How To Do It' badge to stick on your drum kit!
Cheers!
Bud

Send all your Spec DIY queries to Bud Pico at the usual address. Any printed get a badge. *(Thank you, Bud. Now lay off my mail! Ed)*



HIT THE BIG TIME
STAR WARS
RETURN OF THE JEDI
OPERATION WOLF
The Hit Squad
WEC LE MANS 24
Shell
DUNLOP
RAMBO III
TM & © 1988 CAROLCO PICTURES INC. All Rights Reserved
BATMAN
THE CAPED CRUSADER
FOR A SMALL TIME PRICE!
ONLY £2.99 EACH
ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRAD
HIT NAMES · HIT GAMES · HIT SQUAD
THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 8LX



Crikey! A tank warfare game! That's a bit topical, isn't it? Mind you, you are driving a made-up tank and fighting a load of made-up people in a world that doesn't actually exist. ("I suppose that's all right then," says JAMES LEACH.)

Remember *Battle Zone*? Of course you do! (If you're as ancient as I am and were kicking about in the early 80s!) It was a wrinkly old vector graphics arcade smash that had us all poking our noses out from inside a tank, trashing up the countryside, and blasting away at anything that took our fancy. And *Battle Command* is a bit like it. And it looks pretty damn spiffing too! (Let's have a closer inspection, shall we?)

Of course, *Battle Zone* was just a straightforward shoot-'em-up – you sat in a tank and blasted the baloney out of any other tanks that passed by. *Battle Command*, however, goes a step further. It's still got that the blam-blam bits, but it also contains a lot of strategic and tactical elements. "Eh, that's a bit posh, isn't it?" you ask. And indeed it is. A shoot-'em-up inside a tank! And on the Speccy! Hurrah!

Choose your mission. Yep, Blast 'Em sounds about right. Get as many lethal weapons as you can carry, and roll onto the battlefield.

The game is split up into ten 'scenarios'. We've got the Blast 'Em Mission (sure you get the gist of that one), Missile Battery, Hostage Rescue, Railway Ambush, Night Moves, Grand Finale, Satellite Search, River Raid, Hideout and Escort Duty. For those of you who are a tad on the inquisitive side you can call up a detailed text box on each one to tell you your objectives (travel north, blow up tin shed, go west, blast bridge – you know the kind of thing). You then need to have a gander at your map option to view the terrain you'll be moving over, and suss out which roads go where etc etc. (Of course, you can refer to both this and the mission briefing throughout the game. Use them with the directional indicator on your dashboard, which tells you more or less where your target is, and you can go off exploring and blasting to your heart's content.)

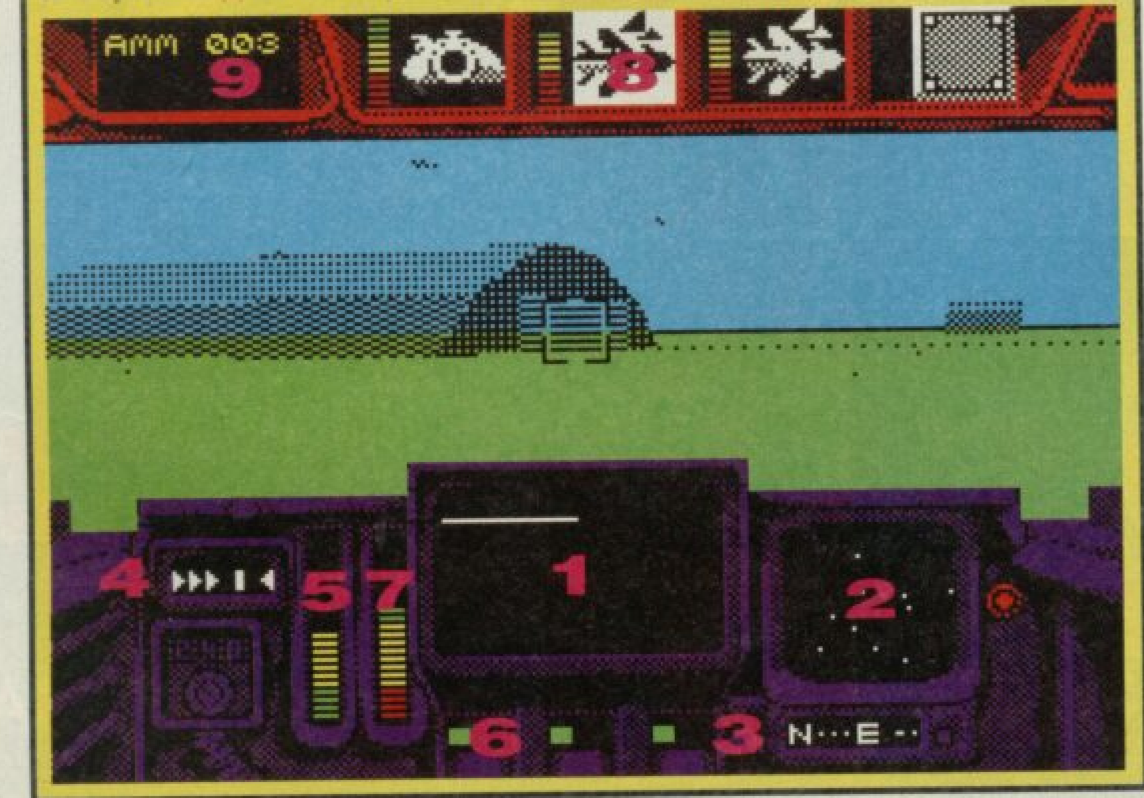
If you're interested in going shopping for the best hardware, all the info is at your fingertips.

Next, it's time to arm your tank (otherwise known as Ye Olde Seriously Funky Hardware Shoppe Bit).

WHAT DOES THAT KNOB DO THEN?

Here you are inside the tank. In the middle is a text box (1). If you're hit a message appear here. To the right there's a radar scope (2) – this provides info on the enemy (as well as othe things like trees). In a chaotic battle this is the most important instrument, telling you where everyone else is. There's a compass to assist you (3), and a directional indicator thingy (4). This helps you point at your primary target. What else? Oh, there's a speed indicator (5). You can drive forwards or backwards, and the tank keeps moving at the speed you set until you change it. There's also a nightsight (6) for those after-dark ops, and a fuel gauge (7).

Above the outside display there is the weapons console. This shows all your firepower, which weapon is currently selected (8) and how many shells or missiles you have left for it (9).





It's the bees knees, this missile. The radar-guided Banshee is a fire-and-forget weapon, so you just target and shoot.



Good shot! The remains of an enemy tank fly into the air after a direct hit from your 120mm cannon. The coward was probably trying to hide behind that building (heh heh).

THE BATTLE COMMANDERS

Battle Command was put together by a team of programmers called Realtime. If we want to know the background to the game, these are obviously the people to meet, greet and take out for a unfeasibly large meal at an expensive restaurant.

Ian Oliver, bigwig at Realtime, told *YS*...

The game was coded by a guy called **Stephen Hey** **Bryn Redman** *did the graphics. They weren't the team who worked on the 16-bit versions, but there was a lot of co-operation because we wanted to keep as true to those versions as possible.*

So what problems did they come up against then? Anything meaty?

Well, the game was huge on the Amiga and ST, so it obviously needed cutting down to size without losing too many of the features and any of the gameplay. And we think we've managed it pretty well – Steve and Bryn have most of the best features, like the large number of missions and weapons.

What have they previously worked on?

Not a lot, commercially. Well, in fact Steve hasn't done a released game before.

I see. Well they certainly seemed to make a good job of this one. What will they be doing on the Speccy in the future?

Um, actually the team probably won't be doing any more Spectrum games. Bryn has gone back to Art College and Steve is working on something else entirely. Sorry.

A TYPICAL BATTLE COMAND MISSION

A Hypothetical Railway Ambush

In this mission you must force an enemy train off its intended course and down a siding. The purpose is to capture its supplies. Things are made harder by the enemy tanks you'll find crawling all over the place.

First off, on the weapon screen select the main turret and gun, then equip with as many Banshee anti-tank missiles as you can carry.

Now study the map. The siding you are supposed to divert the train down will be shown. As soon as you get into the game proper, head towards this siding. Check the radar, and if there are any tanks near the railway line, go for them.

Select the missiles and target the enemy as soon as you see them (the sight will flash when you're locked on). Now launch. Wait on the mail line just behind the point where the siding breaks off, so the train will have to go down it. Target any tanks that come near, using the main gun only when you've run out of missiles. When the train stops, drive up next to it to capture it.

If you get caught in a fight and miss the train, catch up by going full pelt, and blow it up with missiles to stop it getting away. At least then you'll have denied the enemy their supplies.

(Cor, tips in a Megapreview, eh? Whatever next!)

It only takes a few minutes for you to cross the playing area, so you won't have to wait for long before combat occurs. There are about five different types of enemy tank (like your own, they're not based on any real fighting machine) and each has its own way of attacking you. They've got different strengths as well – some require more than one hit before they explode. (Your tank can absorb a fair amount of damage itself, but it's good to dodge as much as possible.)

What else? Well, I think I've just about covered it really. (Oh, except to say that you'll fail your mission if you go off the edge of the map.) Nope, here at *YS* we reckon *Battle Command*'s definitely shaping up as a bit of an all-round stonker. We should have a full review of it in next month's ish. Hurrah!

How you want to equip yourself obviously depends on which tasks you've got to complete, what kind of land you're travelling over, that kind of thing. You can choose up to four different weapons from a menu of ten (although their total weight can't exceed 1,000 kilogrammes), and you obviously switch inbetween these when you're actually 'out on the road'.

And then we're away! So far as the inside of your tank is concerned there's a full description mapped out in that box-off below – but suffice to say it's all looks dead impressive! Your dashboard's got a ton of knobs and switches and stuff, and the vector graphics as you move your tank round are really smooth, and fast too! There's no lumbering around like a heavily-armoured snail here!

HEAVY METAL HARDWARE

Turret This item is pretty essential, although you can still indulge in combat without out one. It has a 120mm cannon with 80 shells. Should be enough.

Slam Laser This weapon is defensive only. Activate it, and it will home in on any missiles or shells launched at your tank, vaporising them before they can hit you.

Banshee Missiles These can be locked onto a target and will home in on it regardless of where you point your tank afterwards. They're most useful when there are a lot of the enemy around.

Phoenix More surface to surface missiles. These are guided as well.

Mortar This, when fired, goes all over the place. But when it lands, it does do a large amount of damage. It may not be totally accurate, but it's a lt of fun.

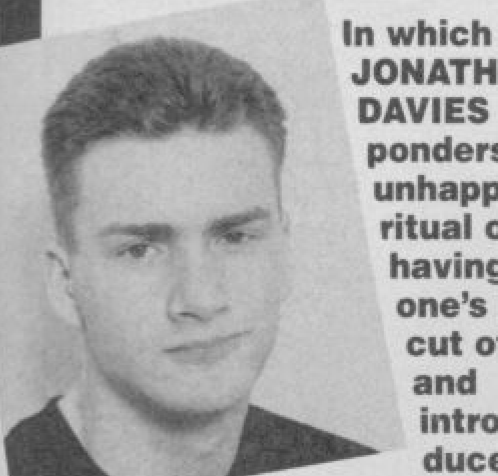
Sleeper Mines You can lay these around the battlefield, and they'll wait for someone to come along then give them a rather nasty surprise.

Cluster Bombs Able to devastate a wide area, these are unguided but still very useful. Try firing them at buildings.

FAX BOX

Game	*Battle Command*
Publisher	Ocean
Programmers	Stephen Hey (code) and Bryn Redman (graphics) at Realtime
Price	To be confirmed
Release date	February

PROGRAM PITSTOP



In which JONATHAN DAVIES ponders the unhappy ritual of having one's hair cut off, and introduces the second instalment of the very *Life*-like *Efil*...

If there's one thing I really can't stand (apart from having to think of a topical Pitstop intro every month) it's having my hair cut.

You sit down and the first question you're asked is "What can I do for you?" Eh?! Then you sit there having your head pushed from side to side until, finally, he holds a mirror up and stares at you enquiringly. You stare back at him enquiringly until he puts down the mirror, removes the polythene sheet from your shoulders and brushes lots of hair clippings down your neck. As if to compensate for all this you're then presented with a paper tissue. Why?

Happily this month's Pitstop is haircut-free. Instead it contains the second part of **P Nordqvist** and **S Jacobsen**'s utterly brilliant *Efil* program, so type, type, type.

EFIL

by Per Nordqvist & Svend Jacobsen

Last month I gave you the first bit, and now here's the second bit of Per and Svend's indecently long but enormously enjoyable *Efil*. To recap, it's a sort of hybrid *Life* program which works in full colour and has loads of options you can tweak. But you know that already. What you need to know now is how to get it running and what to do once it is.

Well, the first part's easy enough – just follow the usual tried and tested Pitstop routine. Type in the whole of the Basic section (including last month's bit) and save it onto a tape. Then fish out a copy of the Hexloader from a previous *YS* and use it to type in the hex. Save that after the Basic, reload the whole thing and away you go.

Once it's loaded you'll be presented with a complicated and slightly baffling menu screen. Fear not. Look more closely and you'll see that it can be split up into the following sections...

Affectors Each cell on the screen is surrounded by eight others, and here's where you tell the program which of these cells affects the cell in the middle. Use Symbol Shift together with keys 0-7 to toggle the affectors on and off, C to reset all affectors, F to set them all, R to restore them and Space to exit this section.

Rules Lots of numbers, or possibly only a few, depending on how many affectors you've set. When the values of the affectors surrounding each cell are added up a number is produced. Here's where that number is looked up in order to produce the colour of the cell. Use keys Q, Z, I and P to move around the list, 8 to move to the start, 0-7 to select a colour, C to set the whole list to the selected colour, R to restore the list and Space to exit the section.

Edit Here you can edit the screen directly to set up a starting pattern of some sort. Use Q, Z, I and P to move around the screen, 0-7 to select a colour, M to set a cell to the current colour, M to set the whole screen to the current colour, R to restore the screen and Space to exit.

Graphics This is where you can edit the shape of the cells to make them look a bit nicer. (If you want to.) Use Q, Z, I and P to move around the grid, M to toggle a square on and off, C to clear the grid, F to fill it up, R to restore it, 1 to select a normal cell and 2 to select a chequered one. Space exits.

Colours I still haven't worked out what they're on about here but, assuming you do, here are the keys you'll need – Symbol Shift plus 0-7 selects an affector, 0-7 to select a colour, C to set all to the current colour, R to restore and Space to exit.

Tempo This sets the screen update rate, from 255 (agonisingly slow) to 1 (unfeasibly fast). 0 single-steps. You'll need to type three digits each time, so for speed 6 type 006 etc.

Demos A handy section this, as it lets you choose from 10 pre-defined demo set-ups. Should give you a better idea of what's going on than any of the above waffle.

Start This sets the ball rolling, as it were, so sit back and enjoy the show. And press Enter to single-step or Space to exit.

Second Basic Bit

```
: LET OY=Y: LET OX=X
 840 LET OLDX=X: LET OLDY=Y
 850 LET F=IN 32766: LET F=F-64*
(F>192)
 860 LET LR=IN 57342: LET LR=LR-
64*(LR>192)
 870 LET U=IN 64510: LET U=U-64*
(U>192)
 880 LET D=IN 65278: LET D=D-64*
(D>192)
 890 LET X=X+(LR=190 AND X<31*(U
-D<>1))-((LR=187 AND X>0)*(U-D<>
1)): LET Y=Y+(D=189 AND Y<23 AND
 LR<>186)-(U=190 AND Y>0 AND LR<
>186)
 900 LET A$=INKEY$
 910 IF A$>="0" AND A$<"8" THEN
 LET COL=VAL A$
 920 IF A$="C" THEN  POKE 53357,
COL: LET ZZ=USR 53347: LET OLDCO
L=COL
 930 IF A$="R" THEN  LET ZZ=USR
54348: LET Y=OY: LET OLDY=Y: LET
 OLDCOL=OC: LET COL=OCOL: LET X=
OX: LET OLDX=X
 940 IF F=187 THEN  LET OLDCOL=C
OL
 950 IF OLDX<>X OR OLDY<>Y THEN
 POKE 22528+OLDX+OLDY*32,OLDCOL:
 LET OLDCOL=PEEK (22528+X+Y*32)
 960 POKE 22528+X+Y*32,COL+128
 970 IF A$<>" " THEN  GO TO 840
 980 POKE 22528+X+Y*32,OLDCOL
 990 LET ZZ=USR 53361
1000 POKE 53363,213: POKE 53366,
64: POKE 53369,27: LET ZZ=USR 53
361: POKE 53366,205: POKE 53363,
88: POKE 53369,3: RETURN
1010 PRINT AT 0,19; PAPER 2; OVE
R 1;"      ": LET I=ATTR (YY,X
X)<>0
1020 GO SUB 1940
1030 LET OX=XX: LET OY=YY
1040 LET OLDX=XX: LET OLDY=YY: L
ET A$=INKEY$
1050 LET XX=XX+(A$="P" AND XX<26
)-(A$="I" AND XX>19): LET YY=YY+
(A$="Z" AND YY<9)-(A$="Q" AND YY
>2)
1060 IF A$="R" THEN  GO SUB 1000
: LET YY=OY: LET XX=OX: LET OLDX
=XX: LET OLDY=YY: LET I=ATTR (YY
```

Second Basic Bit cont

```
,XX)<>0
1070 IF A$="1" THEN  RESTORE 107
0: FOR F=54311 TO 54332 STEP 3:
READ A: POKE F,A: NEXT F: GO SUB
 1980: LET I=ATTR (YY,XX)<>0: DA
TA 0,60,126,126,126,126,60,0
1080 IF A$="2" THEN  RESTORE 108
0: FOR F=54311 TO 54332 STEP 6:
POKE F,85: POKE F+3,170: NEXT F:
 GO SUB 1980: LET I=ATTR (YY,XX)
<>0
1090 IF A$="F" THEN  LET I=1: PR
INT AT 14,23;" ": FOR F=2 TO 9:
 PRINT AT F,19; INK 0; PAPER 6;"
        ": NEXT F
1100 IF A$="C" THEN  PRINT AT 14
,23;" ": LET I=0: FOR F=2 TO 9:
PRINT AT F,19; INK 0;"        ":
 NEXT F
1110 IF A$="M" THEN  LET I=1-I
1120 IF INKEY$="M" AND A$="M" TH
EN  GO TO 1120
1130 IF OLDX<>XX OR OLDY<>YY THE
N  PRINT AT OLDY,OLDX; INK 0; PA
PER 6*I;" ": LET I=ATTR (YY,XX)<
>0
1140 PRINT AT YY,XX; PAPER 6*I;
INK 6-5*I;"*"
1150 PLOT  INVERSE 1-I;165+XX,65
-YY
1160 IF A$<>" " THEN  GO TO 1040
1170 PRINT AT YY,XX; PAPER 6*I;
INK 0;" "
1180 LET ADR=18647: FOR F=54311
TO 54332 STEP 3: POKE F,PEEK ADR
: LET ADR=ADR+256: NEXT F
1190 PRINT AT 0,19; PAPER 1; OVE
R 1;"        "
1200 GO SUB 1940
1210 RETURN
1220 IF INKEY$="C" THEN  GO TO 1
220
1230 PRINT AT 11,25; PAPER 2; OV
ER 1;"       "
1240 FOR F=1 TO 8: LET O(F)=C(F)
: NEXT F
1250 GO SUB 1940
1260 LET A$=INKEY$
1270 IF A$="""" THEN  LET A$=""
1280 IF A$="@" THEN  LET A$=""""
1290 IF A$>="!" AND A$<")" THEN
 LET CN=CODE A$-32
1300 IF A$>="0" AND A$<"8" THEN
 LET C(CN)=VAL A$: GO SUB 2060
1310 IF A$="R" THEN  FOR F=1 TO
8: LET C(F)=O(F): NEXT F: GO SUB
 2060
1320 IF A$="C" THEN  FOR F=1 TO
8: LET C(F)=C(CN)*A(F): NEXT F:
GO SUB 2060
1330 IF A$<>" " THEN  GO TO 1260
1340 PRINT AT 11,25; PAPER 1; OV
ER 1;"       "
1350 GO SUB 1940
1360 POKE 53425,C(8)*A(8): POKE
54133,C(4)*A(4): POKE 54232,C(2)
*A(2): POKE 54177,C(6)*A(6)
1370 POKE 54159,C(7)*A(7)+C(6)*A
(6)+C(8)*A(8): POKE 54196,C(5)*A
(5)+C(4)*A(4)+C(6)*A(6): POKE 54
214,C(1)*A(1)+C(8)*A(8)+C(2)*A(2
): POKE 54252,C(3)*A(3)+C(2)*A(2
)+C(4)*A(4)
1380 RETURN
1390 PRINT AT 17,21; OVER 1; PAP
ER 2;"     ": PAPER 3: INK 7: PR
INT AT 18,21;"     "
1400 PRINT AT 18,22;" "
1410 PAUSE 5: LET A$=INKEY$
1420 IF A$<"0" OR A$>"2" THEN  G
O TO 1410
1430 LET TEMPO=100*VAL A$: PRINT
 AT 18,22;A$
1440 IF INKEY$=A$ THEN  GO TO 14
40
1450 PRINT AT 18,23;" "
1460 PAUSE 5: LET A$=INKEY$
1470 IF A$<"0" OR A$>"9" OR TEMP
O=200 AND A$>"5" THEN  GO TO 146
0
1480 LET TEMPO=TEMPO+10*VAL A$:
PRINT AT 18,23;A$
1490 PRINT AT 18,24;" "
1500 IF INKEY$=A$ THEN  GO TO 15
00
1510 PAUSE 5: LET A$=INKEY$: IF
A$<"0" OR A$>"9" OR TEMPO=250 AN
D A$>"5" THEN  GO TO 1510
1520 PRINT AT 18,24;A$: LET TEMP
O=TEMPO+VAL A$
1530 PAPER 0: INK 6
1540 PRINT AT 17,21; PAPER 1; OV
ER 1;"     ";AT 18,21; PAPER 2;"
     "
1550 GO SUB 1940
1560 POKE 54267,TEMPO
1570 RETURN
1580 IF INKEY$="R" THEN  GO TO 1
580
1590 LET OOQ=Q: LET OOZ=Z: LET O
R=R: PRINT AT 0,0; PAPER 2; OVER
 1;"     ": GO SUB 1940
1600 LET OQ=0: LET OZ=19
1610 LET A$=INKEY$
1620 IF A$="8" THEN  LET R=0: LE
T Q=2: LET Z=0
1630 IF A$="P" THEN  LET Z=Z+5:
LET R=R+19: IF Z>Z1 THEN  LET Z=
0: LET R=Q-2
1640 IF R>RU THEN  LET Q=Q1: LET
 R=RU
1650 IF A$="I" THEN  LET Z=Z-5:
LET R=R-19: IF Z<0 THEN  LET Z=Z
1: LET R=R+19+Z1/5*19: IF R>RU T
HEN  LET R=RU: LET Q=Q1
1660 LET A=(A$="Z")-(A$="Q"): LE
T Q=Q+A: LET R=R+A: IF Q=21 THEN
  LET Q=2: LET Z=Z+5
1670 IF Q=1 THEN  LET Q=20: LET
Z=Z-5
1680 IF R>RU THEN  LET R=0: LET
Q=2: LET Z=0
1690 IF R<0 THEN  LET Q=Q1: LET
Z=Z1: LET R=RU
1700 LET C=PEEK (61440+R): IF A$
>="0" AND A$<"8" THEN  LET C=VAL
 A$
1710 IF OZ<>Z OR OQ<>Q THEN  PRI
NT  OVER 1; PAPER 1;AT OQ,OZ;"
  ";AT Q,Z; PAPER 2;"     "
1720 IF A$>="0" AND A$<"8" THEN
 PRINT AT Q,Z+3; PAPER 2;C: POKE
 61440+R,C: LET A$="Z": LET OQ=Q
: LET OZ=Z: GO TO 1660
1730 IF A$="R" THEN  GO SUB 1800
: GO SUB 1000: LET Q=OOQ: LET Z=
OOZ: PRINT AT Q,Z; PAPER 2; OVER
 1;"     ": LET R=OR
1740 IF A$="C" THEN  POKE 53349,
240: POKE 53352,240: POKE 53354,
56: POKE 53355,0: POKE 53357,C:
LET ZZ=USR 53347: POKE 53349,88:
 POKE 53352,88: POKE 53354,255:
POKE 53355,2: GO SUB 2020: PRINT
 AT Q,Z; PAPER 2; OVER 1;"     "
1750 LET OQ=Q: LET OZ=Z
1760 IF A$<>" " THEN  GO TO 1610
1770 PRINT AT Q,Z; PAPER 1; OVER
 1;"     ";AT 0,0;"     "
1780 GO SUB 1940: POKE 53363,240
: POKE 53366,208: POKE 53368,57:
 POKE 53369,0: LET ZZ=USR 53361:
 POKE 53363,88: POKE 53366,205:
POKE 53368,0: POKE 53369,3
1790 RETURN
1800 POKE 53363,208: POKE 53366,
240: POKE 53368,57: POKE 53369,0
: LET ZZ=USR 53361: POKE 53363,8
8: POKE 53366,205: POKE 53368,0:
 POKE 53369,3
1810 RETURN
1820 PAPER 0: BORDER 0: INK 6: C
LS : LET X=0: LET Y=0: LET COL=7
1830 LET TEMPO=PEEK 54267
1840 POKE 23658,8
1850 LET CN=1: LET XX=19: LET YY
=2
1860 DIM A(8): DIM O(8)
1870 PRINT #0;AT 1,2; PAPER 4; I
NK 0;"EFIL BY TE&FIL AND TURBO-R
ND";#2;AT 0,0; INVERSE 1; PAPER
1;"R"; INVERSE 0;"ULES"; INVERSE
 1;AT 20,15;"E"; INVERSE 0;"DIT"
; INVERSE 1;AT 20,26;"S"; INVERS
E 0;"TART"; INVERSE 1;AT 0,19;"G
"; INVERSE 0;"RAPHICS"; INVERSE
1;AT 11,15;"A"; INVERSE 0;"FFECT
ORS";AT 11,25; INVERSE 1;"C"; IN
VERSE 0;"OLOURS"; INVERSE 1;AT 1
7,21;"T"; INVERSE 0;"EMPO";AT 20
,20; INVERSE 1;"D"; INVERSE 0;"E
MOS"
1880 PRINT AT 18,21; PAPER 2;" "
;("0" AND TEMPO<100);("0" AND TE
MPO<10);TEMPO;" "
1890 PRINT AT 14,19; PAPER 0;" "
1900 GO SUB 1960
1910 INK 1: PLOT 151,160: DRAW 6
5,0: DRAW 0,-65: DRAW -65,0: DRA
W 0,65
1920 INK 6: GO SUB 1980
1930 GO SUB 2020
1940 POKE 53366,213: POKE 53363,
64: POKE 53369,27: LET ZZ=USR 53
361: POKE 53366,205: POKE 53363,
88: POKE 53369,3
1950 RETURN
1960 DIM C(8): GO SUB 2080: GO T
O 2040
1970 LET RN=Q-2+Z/5*19: RETURN
1980 LET ADR=18647: FOR F=54311
TO 54332 STEP 3: POKE ADR,PEEK F
: LET ADR=ADR+256: NEXT F
1990 FOR N=56 TO 63: FOR F=184 T
O 191: PRINT AT 65-N,F-165; INK
0; PAPER 6*POINT (F,N);" "
2000 NEXT F: NEXT N
2010 RETURN
2020 LET Q=2: LET Z=0: LET R=0:
LET OQ=Q: LET OZ=Z: FOR F=2 TO 2
0: PRINT AT F,0;"                "
: NEXT F: LET RN=0: FOR Z=0 TO 5
*INT (RU/19) STEP 5: FOR Q=2 TO
20: PRINT AT Q,Z; PAPER 1;("0" A
ND RN<10);RN;"=";PEEK (61440+RN)
: LET RN=RN+1: IF RN<=RU THEN  N
EXT Q: NEXT Z
2030 LET Q1=Q: LET Z1=Z: LET Q=O
Q: LET Z=OZ: RETURN
2040 LET RU=0: FOR F=1 TO 8: LET
 A(F)=PEEK (53430+2*F)<>175 AND
PEEK (53430+2*F)<>0: LET RU=RU+A
(F): NEXT F: LET RU=RU*7
2050 PRINT  INK 8; PAPER 8;AT 13
,22;"1" AND A(1);" " AND NOT A(1
);"2" AND A(2);" " AND NOT A(2);
"3" AND A(3);" " AND NOT A(3);AT
 14,22;"8" AND A(8);" " AND NOT
A(8);AT 14,24;"4" AND A(4);" " A
ND NOT A(4);AT 15,22;"7" AND A(7
);" " AND NOT A(7);"6" AND A(6);
" " AND NOT A(6);AT 15,24;"5" AN
D A(5);" " AND NOT A(5)
2060 PRINT AT 13,22; OVER 1; PAP
ER C(1)*A(1); INK 9;" "; PAPER C
(2)*A(2);" "; PAPER C(3)*A(3);"
";AT 14,24; PAPER C(4)*A(4);" ";
AT 14,22; PAPER C(8)*A(8);" ";AT
 15,22; PAPER C(7)*A(7);" "; PAP
ER C(6)*A(6);" "; PAPER C(5)*A(5
);" "
2070 RETURN
2080 FOR F=1 TO 8: LET C(F)=0: N
EXT F: POKE 53425,0: POKE 54133,
0: POKE 54159,0: POKE 54196,0: P
OKE 54214,0: POKE 54252,0: POKE
54177,0: POKE 54232,0: RETURN
2090 CLEAR 52479: LOAD ""CODE :
LET ZZ=USR 53305: RUN
```

Hex Bit

```
53305 21 CF D0 11 6A D3 01 EA =1017
53313 00 ED B0 21 54 D4 06 20 =780
53321 36 ED 23 36 A0 23 10 F8 =839
53329 21 3D C2 22 94 D4 21 54 =799
53337 D4 22 96 D4 3E C9 32 98 =1073
53345 D4 C9 21 00 58 11 01 58 =640
53353 01 FF 02 36 07 ED B0 C9 =933
53361 21 00 58 11 00 CD 01 00 =344
53369 03 ED B0 C9 3E 1D 21 B8 =925
53377 D0 11 CF D0 01 17 00 ED =901
53385 B0 3D C2 85 D0 CD 21 D4 =1222
53393 CD 4C D4 21 00 58 11 20 =663
53401 00 01 E0 FF D9 06 D0 11 =928
53409 20 CD D9 F3 7E 2C 86 19 =1026
53417 86 19 86 2D 86 09 09 C6 =688
53425 00 D9 4F 0A 12 1C D9 7E =695
53433 2C 86 2C 86 19 86 19 86 =674
53441 2D 86 2D 86 09 86 09 2C =554
53449 D9 4F 0A 12 1C D9 7E 19 =720
53457 86 19 86 2C 86 09 09 86 =623
53465 C6 00 23 D9 4F 0A 12 13 =576
53473 D9 7C FE 5A C2 A4 D0 7D =1376
53481 FE C0 C2 A4 D0 7E 2C 86 =1316
53489 19 86 C6 00 D9 4F 0A 12 =681
53497 1C D9 2D 7E 09 86 2C 86 =737
53505 2C 86 19 86 C6 00 D9 4F =831
53513 0A 12 1C D9 7D 3C C2 96 =802
53521 D3 2D 7E 09 86 2C 86 C6 =901
53529 00 D9 4F 0A 12 11 00 CD =546
53537 D9 21 20 58 7E 2C 86 09 =683
53545 86 C6 00 D9 4F 0A 12 1C =684
53553 D9 2D 7E 19 86 2C 86 2C =769
53561 86 09 86 C6 00 D9 4F 0A =781
53569 12 1C D9 7D FE 1F C2 CD =1072
53577 D3 2D 7E 19 86 2C 86 C6 =917
53585 00 D9 4F 0A 12 D9 FB 76 =910
53593 CD 4C D4 01 FE 7F 3E 00 =937
53601 A7 CA 0E D4 57 ED 78 E6 =1269
53609 01 C8 15 CA 94 D0 76 C3 =1093
53617 01 D4 06 7F ED 78 E6 01 =934
53625 C8 06 BF ED 78 E6 01 C2 =1179
53633 0E D4 C3 94 D0 21 00 40 =874
53641 06 03 36 00 24 36 3C 24 =249
53649 36 7E 24 36 7E 24 36 7E =612
53657 24 36 7E 24 36 3C 24 36 =456
53665 00 3E F9 84 67 2C C2 26 =822
53673 D4 3E 08 84 67 10 DB C9 =953
53681 21 00 CD 11 00 58 3E 18 =429
STOP
```

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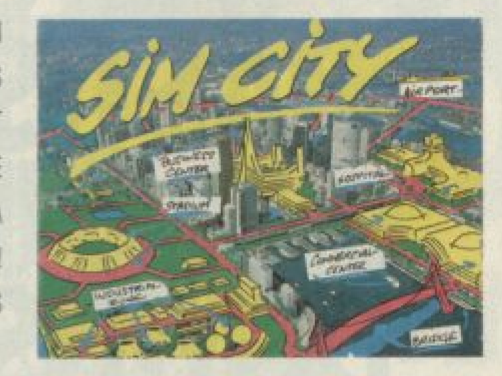
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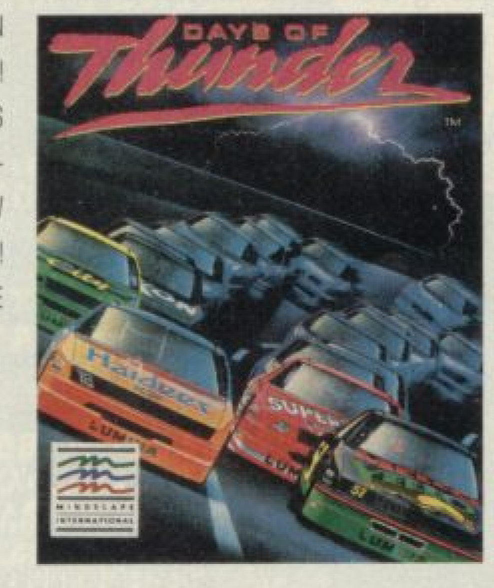
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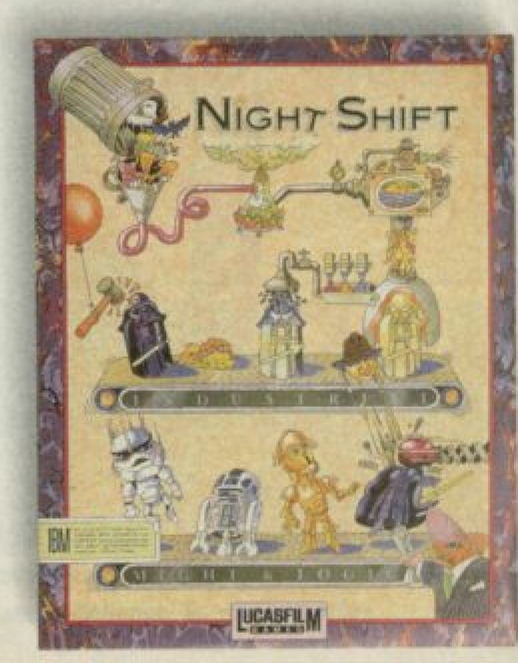
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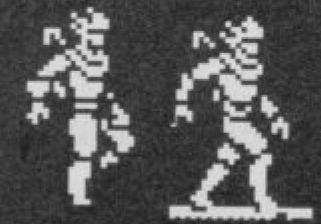


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HINTS'N'TIPS

YS TIPSHOP

You want big? You got big – 10 WHOLE PAGES of anything and everything the slightest bit cheatish. JONATHAN DAVIES does his tour of duty.



I thought we'd have a bit of a Turtles special in Tipshop this month. Yes, I know the Turtles have probably been and gone long ago in most parts of the country, but here in darkest Kent the film's just come on at the local cinema (all covered in dust and scratches – Les, the projectionist, was very apologetic). And guess who was one of the first to see it?

Me.

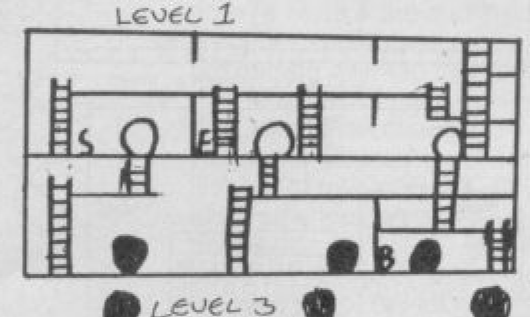
So, with pizzas, bo-staffs and half-shells spinning round in my head, I decided to devote the whole of this Tipshop to our green-skinned chums. And then I thought it might be a bit silly and changed my mind. All the same, there's a massive (and decidedly 'radical') Turtles guide just over the page that should tell you everything you need to know.

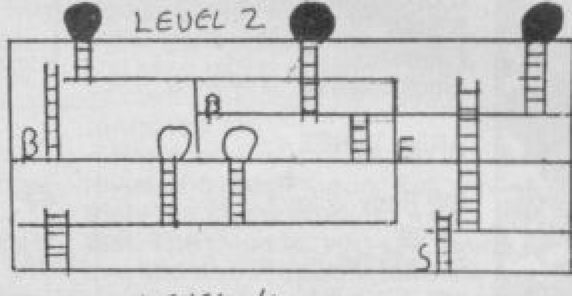
Exciting stuff, eh?

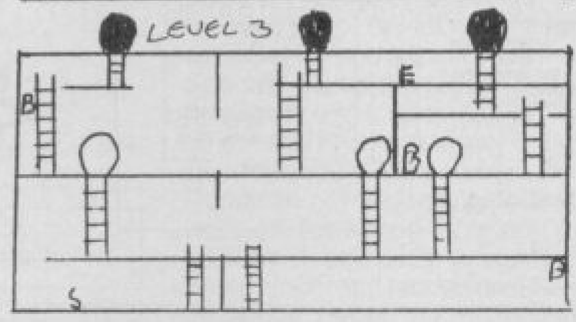
YS HINTS 'N' TIPS TIPSHOP

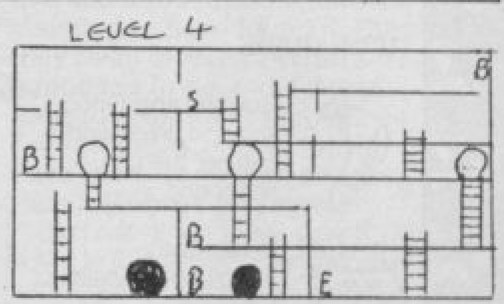
TINTIN ON THE MOON

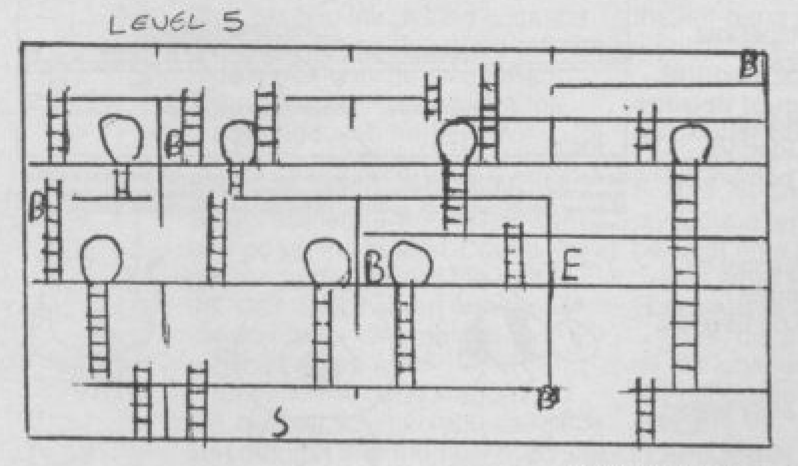
Although *Tintin* isn't exactly the freshest game on the Speccy scene, **John Clark**'s map was too good to pass over. He's charted all five levels, and even thrown in some tips. Quoi une etoile, as Infogrames would say. Probably.

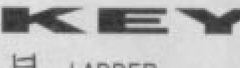












- = LADDER
- = OPEN TRAPDOOR
- = CLOSED TRAPDOOR
- S = START
- B = BOMB
- E = EXTINGUISHER



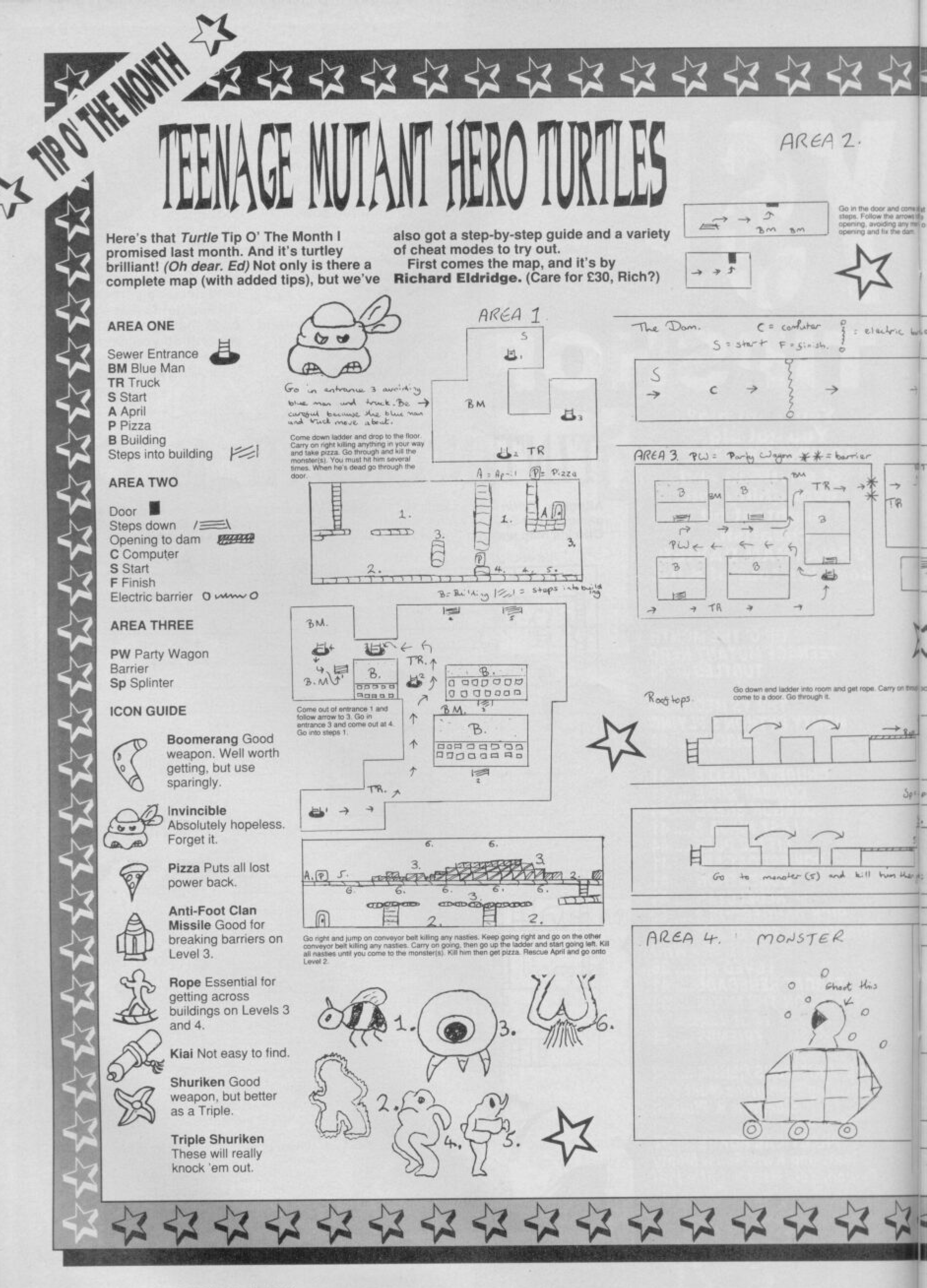
➢ Collect as much energy as possible.
➢ Complete each level as quickly as possible.
➢ Work out the Colonel's path for each level.
➢ When you kill him he sometimes gets straight back up, so watch out.
➢ Work out the Captain and Calculus' routes so you can easily rescue them.

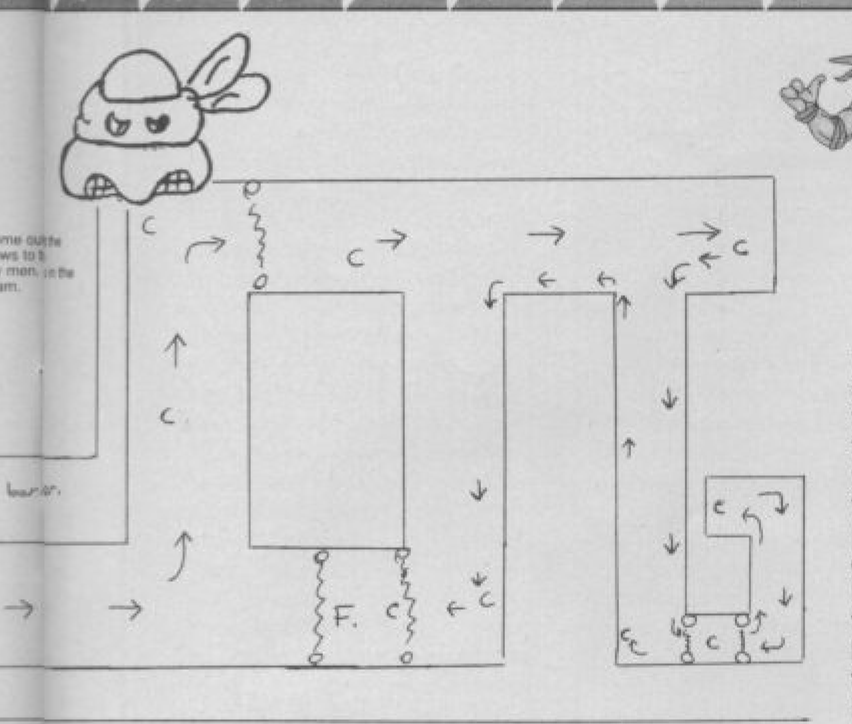


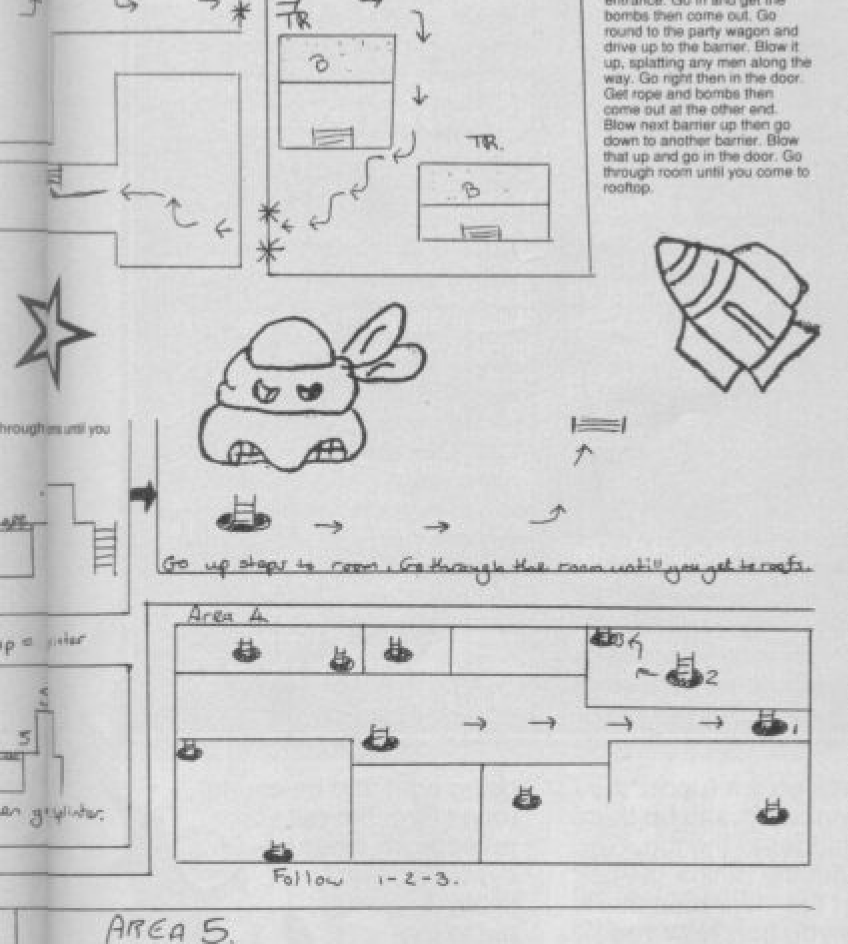
TEENAGE MUTANT HERO TURTLES

Here's that *Turtle* Tip O' The Month I promised last month. And it's turtley brilliant! *(Oh dear. Ed)* Not only is there a complete map (with added tips), but we've also got a step-by-step guide and a variety of cheat modes to try out.

First comes the map, and it's by Richard Eldridge. (Care for £30, Rich?)







AREA 5.

Follow 1-2-3-4-5 and fight Shredder.

Cheat FOR Turtles

Hold down V, Q, A, Caps Shift, Caps Lock, Edit, Graph for infinite energy.

Muchos exacto! (Rough translation – corks!) Still having trouble? Well, here's Ewan Leith with a £20-winning complete solution.

Select Leonardo. Then go to the furthest-away manhole and get into it, killing everything there. When you get to the slice of pizza, collect it and kill the wasp and the first frog. Kill the next one while staying as far to the left as poss. Change to Michaelangelo or Donatello (it doesn't matter which) and walk left until you see Bebop. Hit him twice and run away while keeping him in sight. (If he gets stuck in the gap, jump up once or twice.) Hit him twice again and keep doing it while running around the platform. After about 10 hits he'll run off with April.

Change back to Leonardo and go through the door. Turn left and go through the gap till you come to the manhole on the far left. Go down it and kill the monsters. Next go to the end of the tunnel. Get out and go down to the doorway. (If during any of this Leonardo gets killed then change to Raphael.) Go in and get onto the first set of rollers. Go to the end and you shouldn't move backwards. Kill all the roof things and then kill the Spectre. Get onto the next set of rollers and kill the eye. Get off and kill the other Spectre. Go up the ladder and kill the Spectre. Go up on top of the boxes and kill the two roof things, kill the eye and then change to Donatello or Michaelangelo and walk left. Hit Bebop twice and run off while keeping him in sight. Stand under the ladder until he descends, get on the rollers and then get him into hitting distance and keep hitting him while rolling backwards until he disappears. Then go up to April, collect the pizza and touch her.

Go into the building and head left while destroying everything. Select someone with full power and go up the ladder. Dodge the guards and walk into the gap in the wall. Swim about turning all the computer terminals to red within the time limit.

Get into the party wagon and run over all the men you can find. Get out, get into the only manhole, collect the anti-Foot Clan missiles and then get out. Repeat the performance until you get 45 of them. Get into the Party Wagon, select the missiles and destroy the barricades and tanks. Go up to the double door building and go in the left door. Get the rope and get out. Go to the building across the road from it, select a turtle without the rope and go into the building. Head right and go up and left. Get out and select the man with the rope. Jump over the gaps until you come to a big gap, select the rope and it will appear over the gap. Walk across it and go down the ladder. Walk left, collecting the rope, get out and go into the small building. Go left, up, right and up. Select the turtle with the rope and jump over the gaps. Get to the big gap, throw the rope across and select the turtle with the highest energy. Walk across, dodge Rocksteady and touch Splinter.

Walk as far left as poss and go down the manhole. Walk right, collect pizza and get out. Go to the other pot-hole. When you've fallen down, jump up, get behind the gun turret and keep hitting.

Walk left past the first building to the second one, get in and walk left, down, right and down. Get into the left pot-hole, walk left and then up. Get into the building. Dodge Shredder and get onto one of the highest platforms. Face in and keep hitting Shredder when he comes near until he's dead.

And that's it.

Right, all that remains is to reveal the cheat mode. But, um, there's a slight problem with that. The thing is, you see, that I've had about 5,550 letters all claiming to have found it. But they're all different! What am I supposed to do, eh? I'll just have to print them all. (And as I've run out of money they'll have to make do with badges.) Here's Robert Seymour...

Just redefine the keys as K O N A M I in that order. Then choose your joystick. When the game starts, press down all the keys on the left-hand side of the keyboard – you'll have infinite energy.

Sounds straightforward enough to me. But Thomas McAteer disagrees...

Cobblers! Just hold down Shift, F, A, V, % and 6. (It was Shift on my Coupé, anyway, so it should be Shift on a proper Spectrum.)

See what I mean? Imitiaz Hussain is another one.

Look, the trick is to hold down all the keys on the left-hand side of Y, H and N.

And Mark Stevens...

Hold down all the keys on the left-hand side of the keyboard and you can walk through baddies.

(*That's enough Turtle cheats. Ed*)



THE SPY WHO LOVED ME

Not a bad game, this. Billy Ramsey, who sounds more like a long-lost member of the *Neighbours* cast than a secret agent, would like to share a few secrets with us.

➢ On Level 1, learn how to control the car. Don't go too fast, especially round corners. Collect as many tokens as possible.
➢ Don't go too fast in the motor boat either. Ignore the boats which don't fire much, but dodge the rest's bullets and, to destroy them, line yourself up in front and fire. Keep to the right of the pier or you'll get trapped.
➢ In the second car scene, keep your speed down again. When you drive into Q's lorry the first time, if you don't have enough tokens, don't buy anything - pick up 150 tokens and buy something the next time round.
➢ On the submarine stage, just blast away. Collect all the power-up add-ons.
➢ The wet-bike stage is the same as the last one. For the big one, keep firing.



Q very much, Billy. (Ahem.)

DR. BERKMANN'S CLINIC

Gorra gamesnag? (Or is it just a crap Liverpool accent?)

FERNANDEZ MUST DIE

J Curwen, the poor blighter, could not get past the solid wall halfway through Level 1. He'd tried blasting it, he tried blasting it again, but nothing worked. Happily **Tim Mutford** has been there, done that on this particular game and knows that J (it's always good to get on first name terms) is wasting his time. "Fraid so, cocky. The only thing you can do is blow up one of the door-shaped things at the sides of the column, although they can be hard to spot if you don't know exactly what you are looking for." Which of course we don't, so thanks, Tim.

Here, though, is **Richard Swann**: "The wall looks completely immune to anything at first, but when you know how it's done, it's a cinch (I love saying that). Stand back about three or four steps from the wall, face forward and hold down Fire to fling a couple of grenades. If you've hit the wall in the right place, a sandbag will blow up and a hole will be left in its place. To get through, make sure that the left side of your character is in line with the hole and walk forward. Brilliant, eh?" Modest as ever, Richard. Best of luck, J.

SIDEARMS

Meanwhile, **Malcolm Hope** has a few ideas for Stephen Prior's snake problem halfway through Level 2 of this old spanker. How to nobble it? Quoth Malc: "What you need to destroy the offending reptile thingy with is the Auto-add-on. To get this, keep blasting the little pills dropped by some of the baddies until you reach the 'wo9' symbol ('Pow' backwards, geddit?). Blast this about five times and it'll change into the Auto symbol, and blag it while the going's good. When you meet the snake, blast it with Auto and it'll disappear segment by segment. If you haven't got Auto, it's %$£@& hard!" Yes, Malc, I think we knew that, but thanks anyway.

PLATOON

Poor old Antony Gedge. First he can't find the village in *Platoon*, then we spell his surname "George" (not my fault, Ant, honest) and then we leave him for about four months before answering his gamesnag. Help has finally arrived, though, in the form of **James McConnell**, a new name to these tired eyes, je pense. "Any time, Dr B. From the start of the game, following the yellow path eventually leads to a T-junction. Going left takes you to the village, going right takes you to the TNT. At the end of the path that goes left you'll find two bridges – blow them up with the TNT! Keep following the path to reach the village. Hut 1 contains a torch, Hut 3 has a map, and Hut 2 is the exit!" Clifftastic, James – write again.

WHOOPS #1

A bit of a moan from **Richard Swann**, who claims that I didn't read his letter properly the other month when he sent in a ginormous list of games with which he can offer help to snagged-up Clinicians. The list, it seems, wasn't for me to print – there wouldn't be room for anything else – but as a sample of what he'll send to anyone who sends him an sae. If you want that list then write to Richard at 24 Dalston Close, Heatherside, Camberley, Surrey GU15 1BT – and don't forget that stamped addressed envelope!

And we've also made a few cock-ups on the actual solutions. For one thing, according to Richard, we misprinted James Golbey's cheat mode for *Three Weeks In Paradise* back in ish 51. Hold down Symbol Shift, D and P at the same time when Wally loses a life, and when you hear an appropriate jungle noise, let go of the keys. And in ish 57, we snarled up Richard's solution to Jenny Argyle's *Equinox* prob. From about halfway through, it should read as follows: "...Use the disk in the teleport, but don't teleport yet. Instead, go right, down, right, up, up, up and get the white canister. Now go down, down, down, left, *up* (not down, as I foolishly suggested), left and teleport..." Sorry about that, Jenny, and anybody else who's been wondering whether my brain had fallen out. Of course, if my brain really had fallen out I'd be writing total nons$%£77?cç77!7wibble-wibbleblancmange.

HAYLP!

Finally, a quick couple of snaglets from our usual gang of stick wagglers (stop that this minute!)...
William Gibson: "I need help – and quick! How do you kill the Level 2 boss in *Renegade*? And how do you complete the first mission in *Fighter Bomber*?"
David Gilmore: "In *Seabase Delta* how do you get the tube car working and how do you get the object on the long table?"
If you know the answers, or you've got your own pressing snaggies, write to Dr B's Clinic, *YS*, 30 Monmouth Street, Bath BA1 2BW and win a badge! Poptabulous!

SHADOW OF THE BEAST

Next in the pile is a letter from Michael Twist, who would quite understandably prefer to be known as The Demon Tipster. But I'll stick with Michael, so ner. He's cultivated a bumper crop of tips to complement last month's Gremlin Megamap, earning himself a free game. Sadly, though, he didn't say which he'd like so it'll be left to Andy to decide. (Not good news.)

First run left and go into the tree stump. (It's marked 'home'.)

The first section shouldn't cause too many probs as long as you follow these tips (which are also handy on section 4).
➢ Never walk off platforms as this loses energy, and there may just be spikes at the bottom of them. Always use ladders.
➢ You must find both keys to continue, tho' you only need the second at the end of section 5.
➢ If you find any chests, always get them as they will give you something helpful.
➢ To beat the mega-skeleton you must first find the dragon who is juggling a globe. Punch this globe (say a dozen times) and it will explode leaving you with an extended punch (don't waste it because it runs out). From the dragon go left. Keep running past the ladder and you'll walk into a transporter. Go in, then go up the ladder, then right. Touch it and you die – this mega sprite goes left and right but only pushes you to the wall on its third return.

When that blows up, continue to the right and go up the first ladder, then all the way left and activate the lever. Now go right, up, right. Punch the chest for more energy. Then go right and down the ladder, then down again. Now go right and up, and keep following the route. You'll eventually get to a second monster (with a horn). Unless you have an extra aura around your fist you won't beat it. If this is you then go left (under the rocket engines?) and up the second ladder to the top. Go left and get the potion (if you didn't get the lever then this is as far as you go). Now you should have that aura around your fist, so go back to the monster and kick ass. When he's gone, go through the door, up the ladder, out of the top and then right.

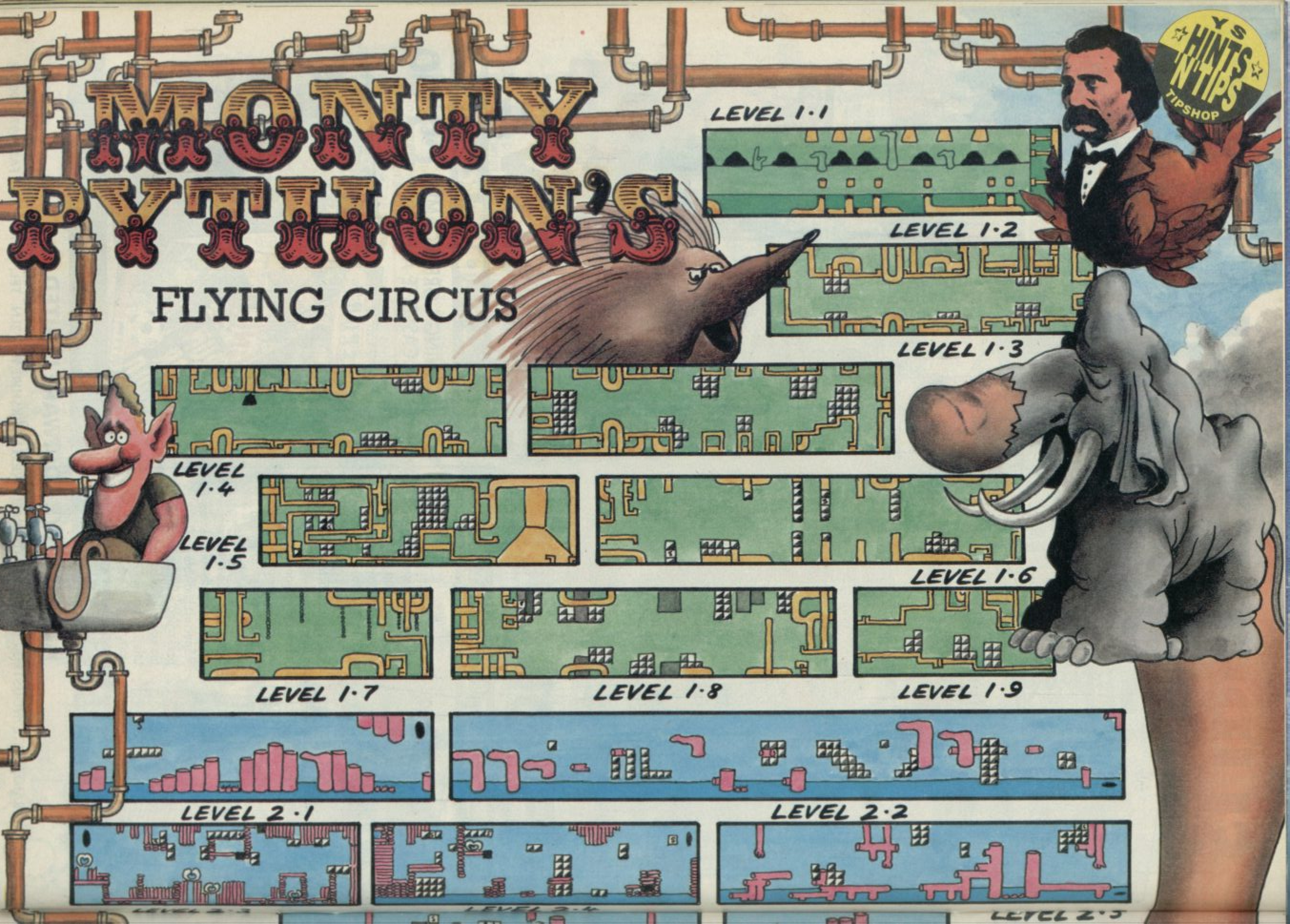
The only advice I can give you on the next section is to go past the castle door and keep going right. Eventually you'll find a torch. Get this, go back to the entrance and go in.

Now you're inside go left and up the first ladder you come to. Up there you'll find the spanner. Go down and left then down again. If you have the spanner the shield will be gone. Punch the chest to get a laser gun. Use it on the three-headed dragon. Go right through door.

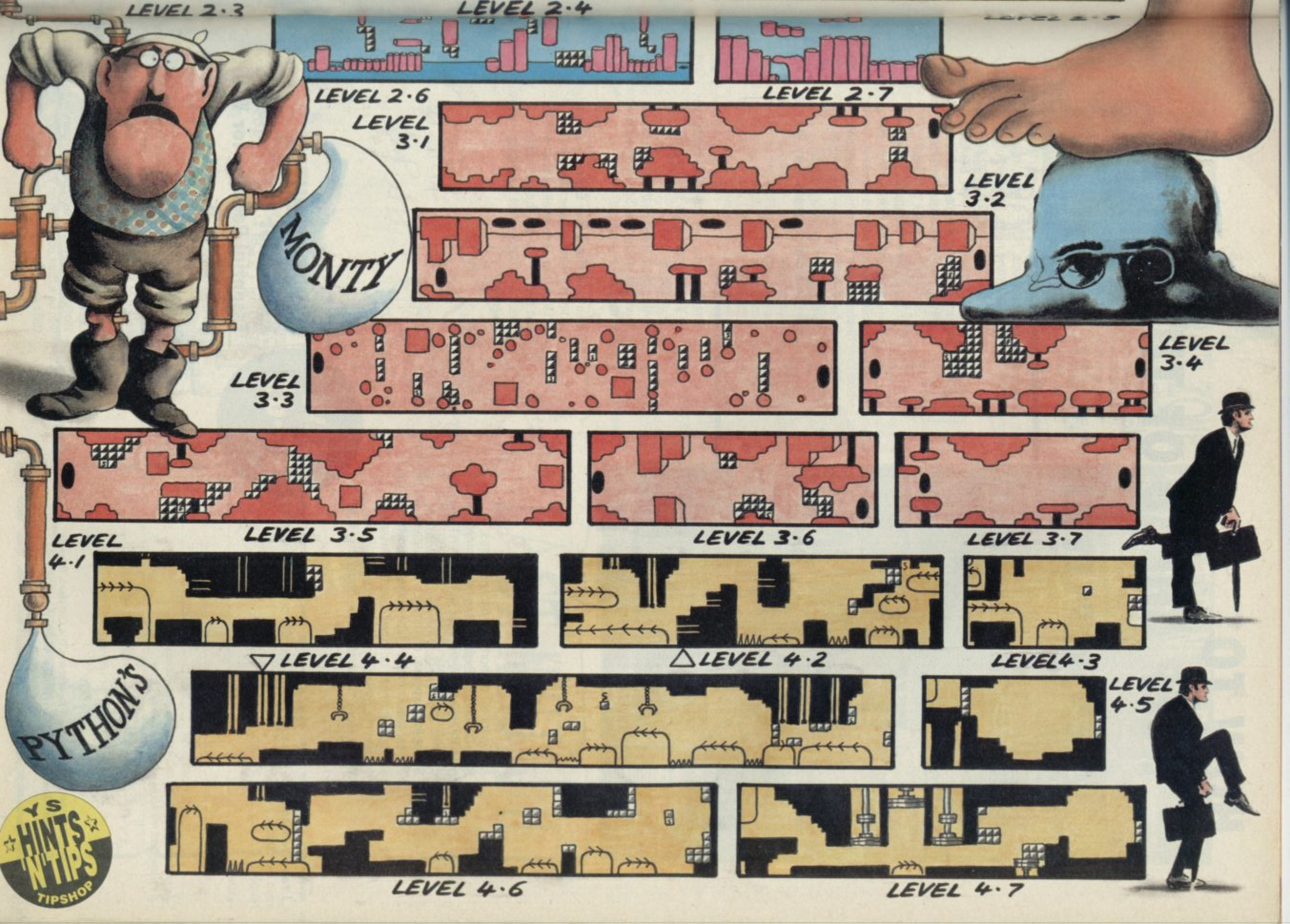
Now things get harder. Keep going right and be careful (don't forget to get your revenge on those eyeballs). You'll finally get to the mega sprite. Just shoot him in both mouths and then it's bye-bye, amigo. When he blows up, continue right to the door (you did get that other key, didn't you?).

You're now outside again so continue right. Punch the crosses off the tombstones for extra energy. Also think fast, 'cos they'll throw everything they have at you. Best of luck. When you get to the giant, punch him in the toe and try to avoid the club. He'll die and when he does that's it.

Gosh, thanks, Michael.



MONTY PYTHON'S
FLYING CIRCUS
YS HINTS 'N' TIPS TIPSHOP
LEVEL 1·1
LEVEL 1·2
LEVEL 1·3
LEVEL 1·4
LEVEL 1·5
LEVEL 1·6
LEVEL 1·7
LEVEL 1·8
LEVEL 1·9
LEVEL 2·1
LEVEL 2·2


LEVEL 2·3
LEVEL 2·4
LEVEL 2·6
LEVEL 2·7
LEVEL 3·1
LEVEL 3·2
MONTY
LEVEL 3·3
LEVEL 3·4
LEVEL 3·5
LEVEL 3·6
LEVEL 3·7
LEVEL 4·1
LEVEL 4·4
LEVEL 4·2
LEVEL4·3
LEVEL 4·5
PYTHON'S
LEVEL 4·6
LEVEL 4·7
YS HINTS 'N' TIPS TIPSHOP

POWERBOAT SIM

Blimey! Another sim! Hooray! Leroy Pell's the man responsible.

While playing, press 5, 6, 7, 8, 9, P and ENTER together to automatically get infinite lives.

(Er, how many fingers do you have, Leroy?)

QUAZATRON

Roger Himlin has given this incredibly splendid *YS* Covertape game a good hard seeing to. Here are his tips...

Keep checking with the Droid Data library about weapons etc. Every half minute go to one of the energy points. When grappling, choose the best side and press Enter or Fire. The best weapon is the disintegrator, followed by the disruptor, auto cannon, double laser then pulse laser. The pulse laser is totally crap. Press W to go into weapons autofire mode. First grapple a B8 droid or a U8 droid. Then get a B7 or a U7. Then try to find a B6. Whilst you are doing all this, shoot everything. If the B6 has a disintegrator, nick it. Then go round shooting everything. If you don't have the weaponry, grapple a B5 and get its weapon to shoot everything with.

Super.

COMBAT ZONE

You might find this cheat mode incredibly useful (but only if you have *Combat Zone* from Alternative Software).

Play the game and press all the keys at once until you get the messages CHEAT MODE READY and CHEAT MODE INSTALLED. You then have 256 lives and infinite hyper-bombs.

A badge is probably on its way (to someone who's name I've, er, lost).

CHUBBY GRISTLE

Here's a jolly nice tip for *Chubby Gristle* from a jolly nice chap called Ben. Don't ask me what Ben's surname is because he didn't bother to scribble it down (perhaps he's hiding something from us, eh, readers?). Anyway, the tips...

➢ To get the green boots in picture 2 you have to jump up the escalator in picture four.

➢ To gain extra points you can move the car in picture 3 so that it touches the up escalator. This only works once and will give you 365 points.

➢ You will never die on the lift in picture 4 as long as you stay exactly on the edge.

Simple but sweet.

TARGET RENEGADE

Ooh blimey. What have we here? It looks very much like a collection of tips for that marvellous new budget rerelease *Target Renegade*. Nilesh Masani is the gent responsible.

Level 1

➢ When the bikes appear on the first screen, always use jump kicks to knock them off.

➢ When you have got your enemy down on the floor, go near them and beat them up by pressing Down and Fire.

➢ Beware of the henchmen. They can also do flying kicks.

➢ Don't pick up the weapons. They're slow to use. Only pick them up if your energy is low or you're crap at the game.

➢ Don't waste time on one enemy. Move on as quickly as poss. Do flying kicks all the way so that the enemy can't get you.

Level 2

➢ Watch the women as they come from both sides.

➢ The gunman on the second screen is very dangerous.

Level 3

This level is very easy. Try to knock over two enemies at the same time to avoid time loss.

Level 4

➢ Watch out for the dogs as they are deadly. Don't waste time looking for weapons and try to get away from the baseball cap henchmen as they take a lot of time to get rid of. Take out one at a time as they are pretty hard.

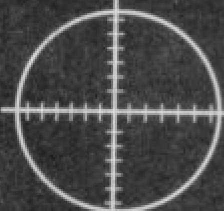
Level 5

➢ Jump over Mr Big's bodyguard. Do two back kicks to get him on the floor. Then another bodyguard will appear. Do the same sequence again. Another will appear. Do the same to him.

➢ On the second screen, jump over the bodyguard with the pole, do the back kicks, then grab the pole before another bodyguard can get it.

➢ Swing the pole early or you will get hit. Three swings will kill the enemy.

➢ When you meet Mr Big, keep swinging the pole so he can't get near you. He'll have to fall on the floor three times before he is dead.



Well played, that man there.

LAST NINJA II

Another of those kung fu jobby map things, and pretty spiffy it is too. (Well, the one for Level 1 anyway. I don't think Keiran Ryan's done any of the others, have you, Keiran?)

(Er, no.)

(Thought not.)

Central Park

the streets

downstairs of building

Key:
1 = key
2 = shiraken
3 = staff
4 = map
5a + 5b = nunchuka
6 = hot dog
= cop
= thug
= bees
→ best route

If you get short of energy return to the start and it all returns

RICK DANGEROUS II

YS HINTS 'N' TIPS TIPSHOP

You know how last month I was lamenting the lack of a *Rick II* map in Tipshop? Well, I was anyway. Michael Robinson can obviously detect a subtle hint when he's sees one, as he's mapped the whole blimmin' lot! Only trouble is we've already given away this month's Tip O' The Month – I reckon we might have to bend the rules a bit here and send him three free games as a 'consolation' prize. *(Hear hear! Reader's voice)* Glad you agree with me. Oh, and Andrew Reid's sent in some tips to accompany it all, so cheers, A!

LEVEL 1 Hyde Park, London
➢ On the second screen you can blow up something to get you to a points room on the right.
➢ Don't press the buttons on the room above the oil barrels.
➢ Another points room can be found to the right when you first encounter the pipes.

LEVEL 2 The Ice Caverns Of Freezia
➢ Beware of icicles.
➢ Blow up the mines.
➢ Don't waste ammo.

LEVEL 3 The Forests Of Vegetablia
➢ The tree on the far left is easiest.
➢ Always look above you.
➢ There are some floors that only appear when you land on them.

LEVEL 4 The Atomic Mud Mines
➢ Look below you for hands and mud creatures.
➢ If you see a rock grinder, look for a switch.

LEVEL 5 The Fat Guy's Headquarters
At the beginning where you're faced with a pit of spikes place a detonator at the blue bit of the railing, run away and then run back when it has blown up and you'll be carried across by a platform.

LEVEL 1

HYDE PARK

KEY
- = BONUSES
- = EXTRA LAZERBOLTS
- = EXTRA DETONATORS
- = BLOW-UP (BLOCKS)
- = LIFTS
- = LAZERGUNS
- = SWITCHES
- = BADDIES
- = NO BOUNCE FLOORS
- = ELECTRIC PULSES
- = KILLER STEAM

LEVEL 2

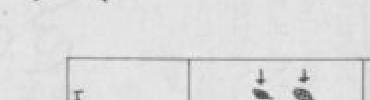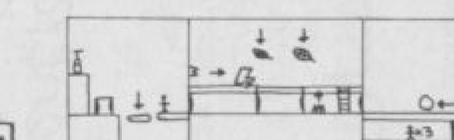
ICE CAVERNS OF FREEZIA

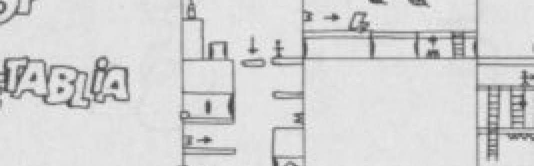
KEY
- = BONUSES
- = EXTRA LAZERBOLTS
- = EXTRA DETONATORS
- = SNOW GUNS
- = ICICLES
- = SLIPPY FLOORS
- = LIFTS
- = SWITCHES
- = BADDIES
- = ICE BLOCKS
- = SAWS

LEVEL 3

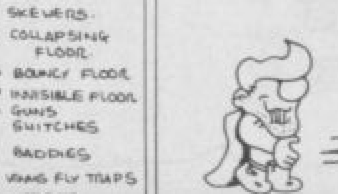
FOREST OF VEGETABLIA



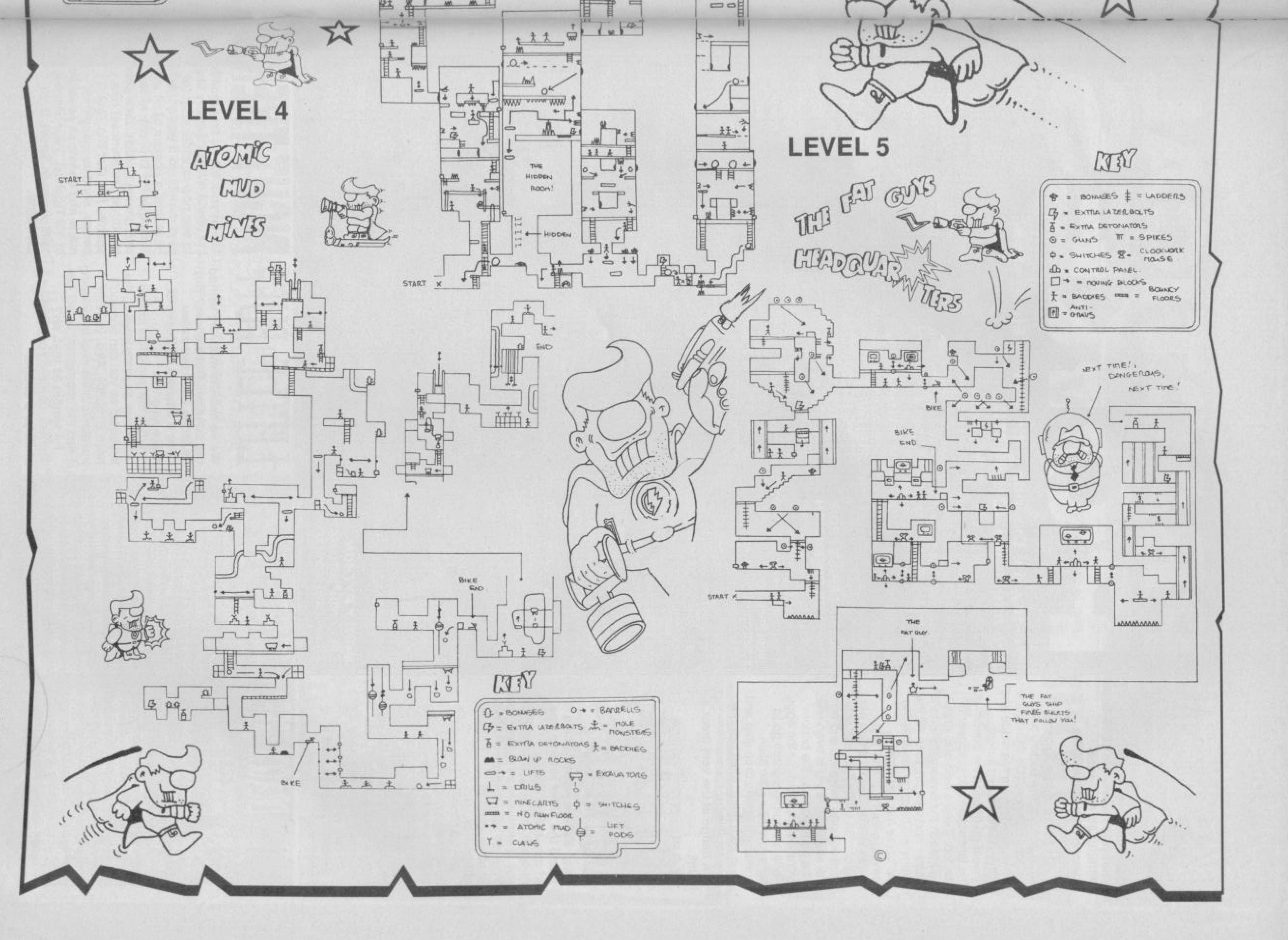






KEY
- = BONUSES
- = EXTRA LAZERBOLTS
- = EXTRA DETONATORS
- = BOULDERS
- = FALLING BRANCH
- = FALLING LEAF
- = SKEWERS
- = COLLAPSING FLOOR
- = BOUNCY FLOOR
- = INVISIBLE FLOOR
- = GUNS
- = SWITCHES
- = BADDIES
- = VENUS FLY TRAPS
- = LIFTS
- = ROCKS



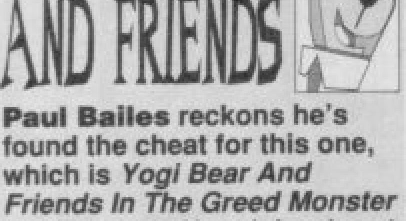
LEVEL 4
ATOMIC MUD MINES
START X
THE HIDDEN ROOM!
HIDDEN
START X
END
BIKE END
BIKE
KEY
= BONUSES
O→ = BARRELLS
= EXTRA LATERBOLTS
= MOLE MONSTERS
= EXTRA DETONATORS
= BADDIES
= BLOW UP ROCKS
= LIFTS
= EXCAVATORS
= DRILLS
= MINECARTS
= SWITCHES
= NO RUN FLOOR
= ATOMIC MUD
= LIFT PODS
Y = CLAWS
LEVEL 5
THE FAT GUYS HEADQUARTERS
KEY
= BONUSES
= LADDERS
= EXTRA LATERBOLTS
= EXTRA DETONATORS
⊙ = GUNS
= SPIKES
= SWITCHES
= CLOCKWORK MOUSE
= CONTROL PANEL
□→ = MOVING BLOCKS
= BADDIES
= BOUNCY FLOORS
= ANTI-GRAVS
NEXT TIME! DANGEROUS, NEXT TIME!
BIKE
BIKE END
START X
THE FAT GUY
THE FAT GUYS SHIP FIRES BULLETS THAT FOLLOW YOU!
©

REBELSTAR

Here's a bit of a cheat for this ageing strategy game. It's from David Stowers, who's known to his friends as Rebel Without an Applause (because he doesn't like chocolate).

Get a person (not a photon man) down to the bottom and select a weapon. (Do this on the first turn.) Activate fire mode and press C. The target cursor should go through the bottom of the landscape and reappear at the top. Keep a hold of C until you reach the bottom right-hand corner and then press U. All the aliens will head up towards the top of the fort and enter it, leaving only the marsh rats. When you've killed the rats get the photon men to go and enter from the side entrance and start the attack there while everyone else goes down to the bottom entrance and goes for the eggs. For maximum coverage go to the entrance by the alien armoury near the drop ship and go in from there. (Just use one man for this.)

A badge at the very least, I think.



Paul Bailes reckons he's found the cheat for this one, which is *Yogi Bear And Friends In The Greed Monster – A Treasure Hunt* (phew), not *Yogi's Great Escape* which is another plate of fish fingers altogether.

All you have to do is hold down the keys Q, W, A, S, D, F and G in the title screen till the border goes white and when you start you can't be killed. Whilst playing the game use the yellow key (to rescue Booboo) last because if you leave a key there it will turn yellow as well.

Heartfelt thanks, and a badge too.

PRACTICAL POKES

Wa-hey, it's the man with the POKE(ing) stick, the inimitable JON NORTH!

Okay, you lot, own up. Who nicked my mailbag? Now one of you must have nicked it, because there was a grand total of almost bugger all in it this month. That's right, folks, I had to actually do some hacking of my own, so I hope you're satisfied. Here's what I got...

MAD CHEAPIES FROM ANOTHER DIMENSION

First up, a couple of Codies games get a going over. There's infy lives for *Kwik Snax* (spot the programmer who can't spell) and infy power in *Tilt*. They're both mind-numbingly short so you shouldn't waste too much time watching them crash. Sorry, watching them work.

```
110 REM Kwik Snax by Jon
20 FOR F=23466 TO 23472
30 READ A: POKE F,A: NEXT F
40 MERGE "": POKE 23768,0
50 POKE 23839,170: POKE 23840,91
60 POKE 23881,170: POKE 23882,91
70 RANDOMIZE USR 23760
80 DATA 175,50,232,181,195,0,128
```

```
11 REM Tilt by Jon
12 REM Is this short or what?
13 MERGE "": POKE 23781,201
14 GO TO 20
40 POKE 54142,0
50 RANDOMIZE USR 49152
```

MONTY PYTHON

This month's last bit of me gives infy lives and power on Virgin's very silly game. In fact, it's so silly I don't know why I bothered. But I did, and here it is. And it works – honest. Or maybe it doesn't. Hmm.

```
10 REM MPFC by Jon's random number generator
20 CLEAR 3E4: LET T=0
30 FOR F=65294 TO 65367
40 READ A: POKE F,A
50 LET T=T+(F-65284)*A: NEXT F
60 IF T<>453836 THEN STOP
70 RANDOMIZE USR 65345
80 DATA 33,37,255,17,160
90 DATA 91,1,96,0,237
100 DATA 83,51,254,237,176
110 DATA 17,195,0,221,229
120 DATA 195,93,254,229,62
130 DATA 11,50,0,144,33
140 DATA 114,153,34,159,163
150 DATA 225,195,223,254,175
160 DATA 50,184,167,62,201
170 DATA 50,141,167,195,203
180 DATA 124,221,33,198,235
190 DATA 17,72,19,62,255
200 DATA 55,205,86,5,48
210 DATA 241,62,2,50,253
220 DATA 254,195,37,236
```

A STRANGE SMUDGE

This next routine was dictated over the phone to me by **Morris 'Smudge' Smith** of Grimsby. In Z80 code. So, one assembly later, here's an immortal and infy sweets routine for *Yogi Bear* to bung in.

```
10 REM Yogi Bear by Morris Smudge
20 FOR F=16384 TO 16411
30 READ A: POKE F,A: NEXT F
40 RANDOMIZE USR 16384
50 DATA 49,191,93,221,33
60 DATA 192,93,17,63,162
70 DATA 62,255,55,205,86
80 DATA 5,48,241,175,50
90 DATA 137,218,50,93,227
100 DATA 195,83,234
```

LITTLE PUFF

And finally, a tidy sweet hack for *Little Puff*, from **Robert Millen** of Ligoniel. This is one of absolutely billions (ish) that he sent in, so I'll probably print a couple of the others next month. You ought to give yourself a little break from hacking, Robert, and do something slightly different – like sleep...

```
10 REM Little Puff by Robert Millen
20 CLEAR 28e3: LOAD ""CODE
30 LOAD ""SCREEN$
40 POKE 29013,201
50 RANDOMIZE USR 29e3
60 POKE 62342,201
70 RANDOMIZE USR 52800
```

WHAT TO DO

Well,there's a big world out there with a lot to offer, but if you're stuck for choice why not tap in one of the listings above (exactly as shown), SAVE it, RUN it and start your game tape to use the POKE.

And that's it, because I've got a POKE tape to code now. If you want to write me a note, then feel free. If you don't then don't (it's that simple!). The address, as ever, is Practical POKEs, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. Bye!

DRAGON BREED

Over to you, Richard Owen.

Did you know I've finished *Dragon Breed*?

Er, no.

But I'm depressed now 'cos I finished it the day I bought it. Mind you, I did have a cheat of course. I'll tell you it if you bring my hamster back from the dead with your magic dust. Ah ah only joking, as the foreigners say.

(Could you ask him to get on with it, please? Ed)

Get on with it.

The cheat for an immune prince is to pause the game with Caps Shift and 1 and then push down all the keys except the numbers. The border will go blue (if it doesn't, try again). Now unpause with Caps Shift and 2. You can now laugh at the futile attempts the enemy makes to kill you. Remember that scenery can kill, and also make sure you have a white dragon on the big baddy at the end of the game. Oh, and you'll need to renew the cheat every time you die. The end sequence is very sad, boo hoo.

Er, quite. Moving along...

LITTLE PUFF

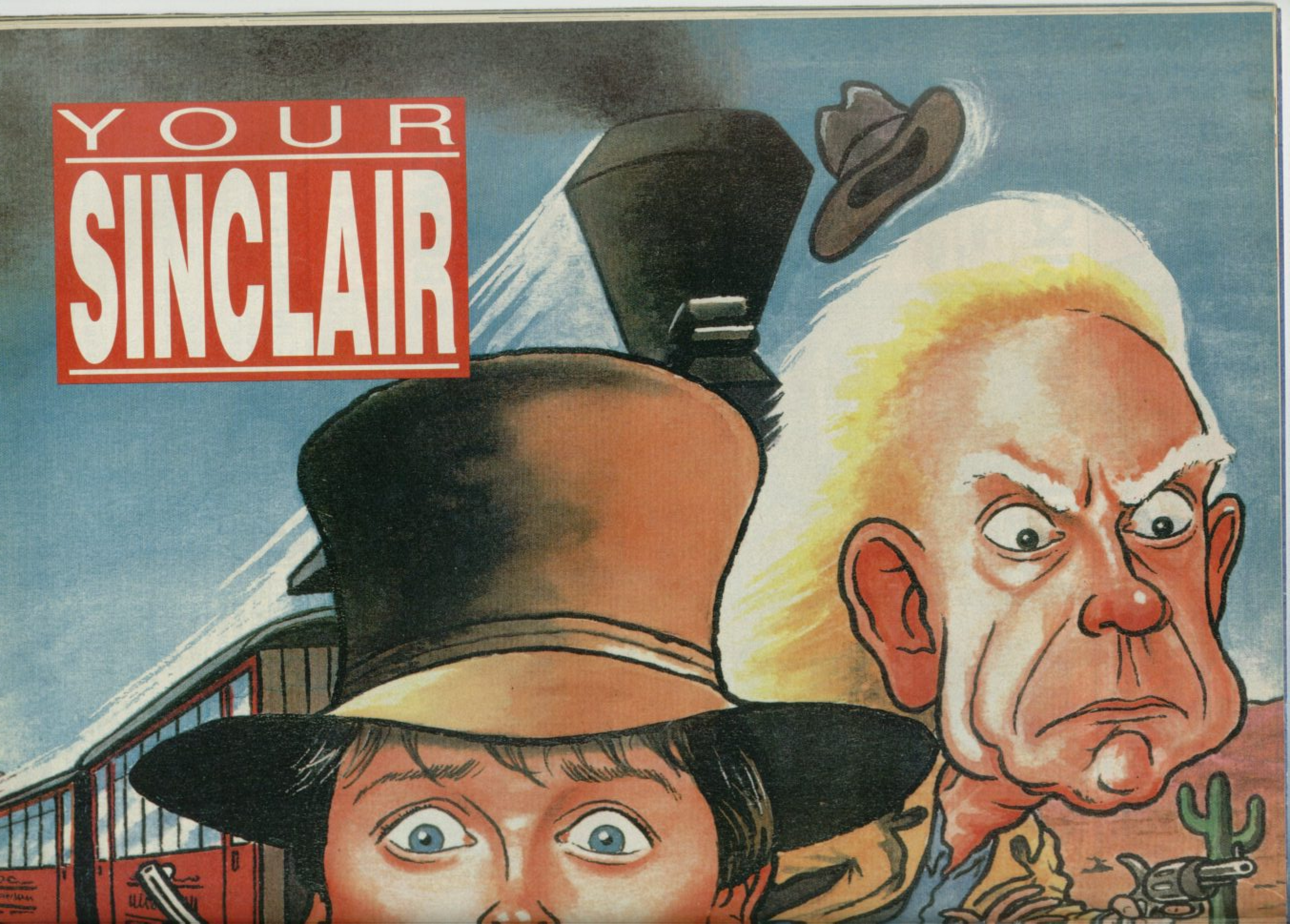
We've had the map, we've had the solution. But a cheat? Not as far as I can remember. Here's James Lafferty to make amends.

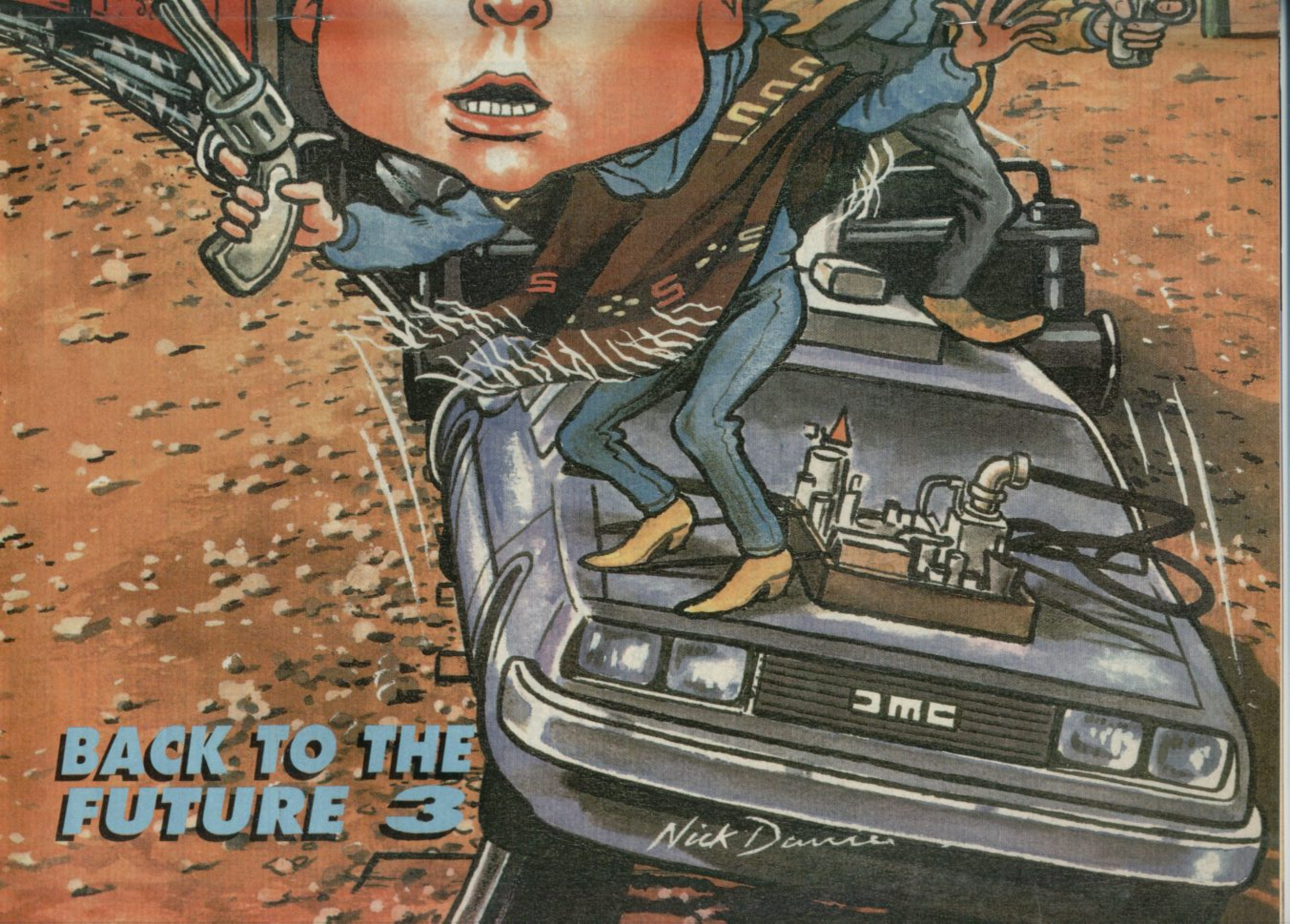
When the game has loaded, hold down as many keys on the keyboard as you can and you'll have immunity. Also, you can travel round the map by pressing 1 and the appropriate cursor key.

As simple as that, eh? Thanks, James. Your reward shall be a badge.

RIGHT THEN

That's your lot for this month, I'm afraid. What I'd really like to see now is some stuff for next month, so if you'd like to be in with a chance of winning a cheque for £50, one of two free games (please state your top three preferences) or a spanky *I've Got Big Tips* badge, send as many tips, maps and cheats as possible to *YS* Tipshop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW.


YOUR
SINCLAIR


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DMC
Nick Davies

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ROBIN ALWAY

Another month, another steaming batch of Coupé info to somehow squeeze into the weedy-looking white gap down there. "Pass the liquidizer!" says ROBIN ALWAY.





If you like your Coupé software a bit on the serious side you'll doubtless be a big fan of **Steve Nutting** and his company, **Steve's Software**, which has been churning out some rocktastic utilities for our newfound machine ever since its birth. Millions swooned over his SC_Assembler program and now he's ready to win even more friends and influence even more people with a new program called SC_Filer. This is a database package for the Coupe which can hold a not inconsiderable 128K of compressed data on standard 256K SAMS and a pulsating 384K on machines endowed with a beefy 512K. Both versions come on one disk and there's a variety of options for displaying records with windows and different character sets and colours. Rather craftily it's compatible with rival packages and sounds like it might well better them in a few departments. It should be available this month, the price stands at £10 and Steve's Software lives at 7 Narrow Close, Histon, Cambridge CB4 4XX. Steve also has an updated SC_Assembler for 512K and 256K Coupes with a well written, more comprehensive manual and a bonus Spectrum emulator called SC_Speclone thrown in. If all that wasn't enough, his bid for world domination is completed with SAM Coupe dust covers which he's selling for £5.50.

Proof, if any were needed, that the aforementioned Steve Nutting has a brain the size of a small planet is provided by the following tip he supplied me with. It greatly speeds up disk copying which is something we'd all drink to I'm sure.

"First you will need to find, on the disk you need to copy, the last track the programs use then POKE 493764,62,track+1,201: FORMAT "d1:" TO "d2:"

The disk will now format tracks from 0 to the last track you poked in and copy the tracks. For example to copy SC_ASSEMBLER it took 33 secs and 48 secs for 512K. Also if you POKE from 498530 to 498538 with 0 you cancell the "Are You Sure Y/N" prompt."

That was absolutely, Samtastic Steve. Thanks very much.

Enceladus is the rather strange name of a new disk mag for the SAM (and if my memory serves correctly, an evil alien race of giant slugs from an episode of *Lost In Space*, but don't quote me on that). The first issue should be out by now and includes an impressive list of contents including a Mandlebrot generator, disk utility, character set designer, various graphics progs and articles on programming amongst other stuff. Price of admission is a cheque for £4.99 to Graham Burtehshaw at 6 Rawlins Ave, Weston-Super-Mare, Avon BS22 OFN. The same chap has also got some ware of the firmer variety on offer for the Coupé including a Load/Save switch, joystick splitter, lightpen and headphone amplifier. The usual sae will get you more details.

Crap TV space series from the 1960s ahoy!

Just got time for a quick plug for one of the longest running SAM user groups, our old friend ***Turbo***. They publish a mag and newsletter and have some excellent disks of public domain software. The sample of PD they sent me was professionally presented, easy to use and had a good variety of programs. Subcription rates are £10 for a year which gets you 6 issues of *Turbo*, six newsletters and a PD disk. You can also buy a single copy for a quid and an sae bags you more info, subs form and a list of PD disks. Write to 8 Healey, Lakeside, Tamworth, Staffs B77 2RF.

FANCY A VOICEBOX?

YS COMPO YS COMPO

Then you're standing in just the right place because thanks to those nice chappies at Blue Alpha Electronics we've got three of them to give away! They're pretty funky actually – to give them their proper definition they're 'allophone-based speech synthesisers', and come complete with their own driver software to let you type in English text, which is then converted to speech. Coo-wee! All you have to do is tell me which year I had my tonsils out – was it a) 1977 b) 1981 or c) 1986 – and then send it off to A *Fisherman's Friend Is A Friend For Life* Compo at the usual address before 31st March.

Mind you, if you're not a flutter-fancying type then you may want to actually buy one – in which case we can offer you a whole £10 off the retail price of £39.99 (plus £2 p&p)! Which works out at £29.99! What a bargain mag we are! Just fill in the coupon, send it off to Blue Alpha and whack it in that big red letterbox before 31st March (again)! Hurrah!

To: Blue Alpha Electronics, Ynysforgan Farm, Morriston, Swansea SA6 6QL.

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....
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I enclose my cheque/postal order for £ .... made out to 'Blue Alpha Electronics' for .... VoiceBox(es) at the rather incredible price of 29.99 (plus p&p).





Is it something I said? I've suddenly noticed that my mailbag isn't bulging quite so much lately. Perhaps it's just old age. Perhaps every *YS* reader has now solved every Speccie adventure under the sun and taken up another hobby, like synchronised knitting.

Things are so desperate I'm going to have to use a letter from **Steve Lodey** of Felixstowe. Has it really come to this? Oh well, Steve offers some advice on *Legacy For Alaric*, explaining how to get the impression of the key that you need. Exact phrasing is needed, and what you must do (and this is going to be forwards, so look away if you don't want to know) is EXAMINE DWARF (you see a key), EXAMINE TABLE (and see a candle), EXAMINE CANDLE (see the wax), GET WAX; PRESS KEY INTO WAX. Steve says it's easy really, but he was having a mental block on it and getting nowhere. I know the feeling. You find yourself typing in commands that you've already tried and failed with, instead of trying a different tack.

Steve recommends *The Bounty Hunter* to anyone who enjoys making maps, as so far he's covered 14 A4 sheets on both sides. He also says a public 'thank you' to Mark Walker and DA Ryals for help they've given him in the past, and an equally big 'hello' to Emma Crutchley, who's not written to him for ages and he can't write to her 'cos he's lost her address. Aww! Just in case Emma's lost Steve's, it's 54 Wentworth Drive, Felixstowe, Suffolk IP11 9LB.

Talking of mapping, I discovered something interesting lately. Well, mildly interesting. I was talking to my dad and he said that when he was a little lad growing up in the 1930s he used to love making maps. He started off with a map of their street, and then he'd go off exploring in a different direction each day so that he could add more streets to his ever-growing map, which he did on the back of an old roll of wallpaper. Is it any wonder both me and my brother love playing adventures?

Look, you lot out there, can you just ease up on the activity a bit? No, not *that* activity – I mean things like writing adventures, producing fanzines and all that kind of stuff. You're too industrious, and full of beans (just don't point them in my direction).

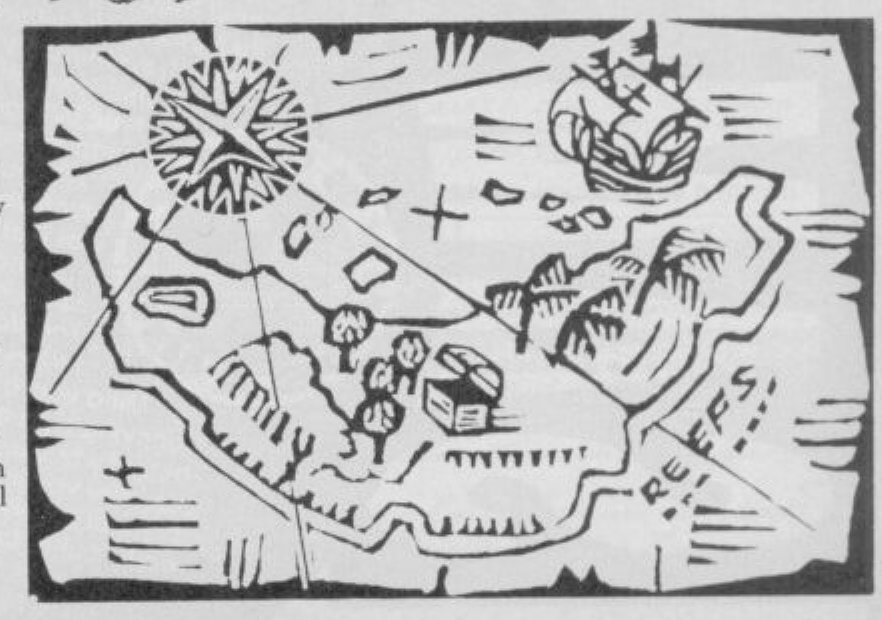
The latest budding entrepreneur is Jon Whittle, 1 Benbow Close, Lytham St Annes, Lancs FY8 2TB. Jon's wheeze is to produce a Spectrum adventure fanzine, and he hopes to have the first issue out by the time this snippet appears. It might even have a free adventure on the front. Coo! The exact details of the mag are being finalised, but Jon's aiming at about 40 pages, produced using PCG's DTP programs, and it'll sell for about 50-75p plus postage. He's writing a section on *PAWS* adventure-writing all by himself, the clever clogs, but wants to hear from anyone else interested in contributing and is also looking for review copies of games. If you want to subscribe just send him an sae and he'll let you know the state of play... and he may even have a title for his brainchild by now. That's often the hardest part!

Now you know me, I never make mistakes! But a few months back I referred to a new magazine called *The Fantasy Zone* as a tape fanzine. Can't think what came over me, unless I wrote it late at night after half a bottle of liquid nourishment and an exhausting troll-bashing session. *The Fantasy Zone* is in fact an A5-size paper-type publication, and I know 'cos I've got a copy in front of me right now. Actually, I've got a computer keyboard in front of me, the mag's slightly to the left but I'll stop typing and pick it up and tell you about it...

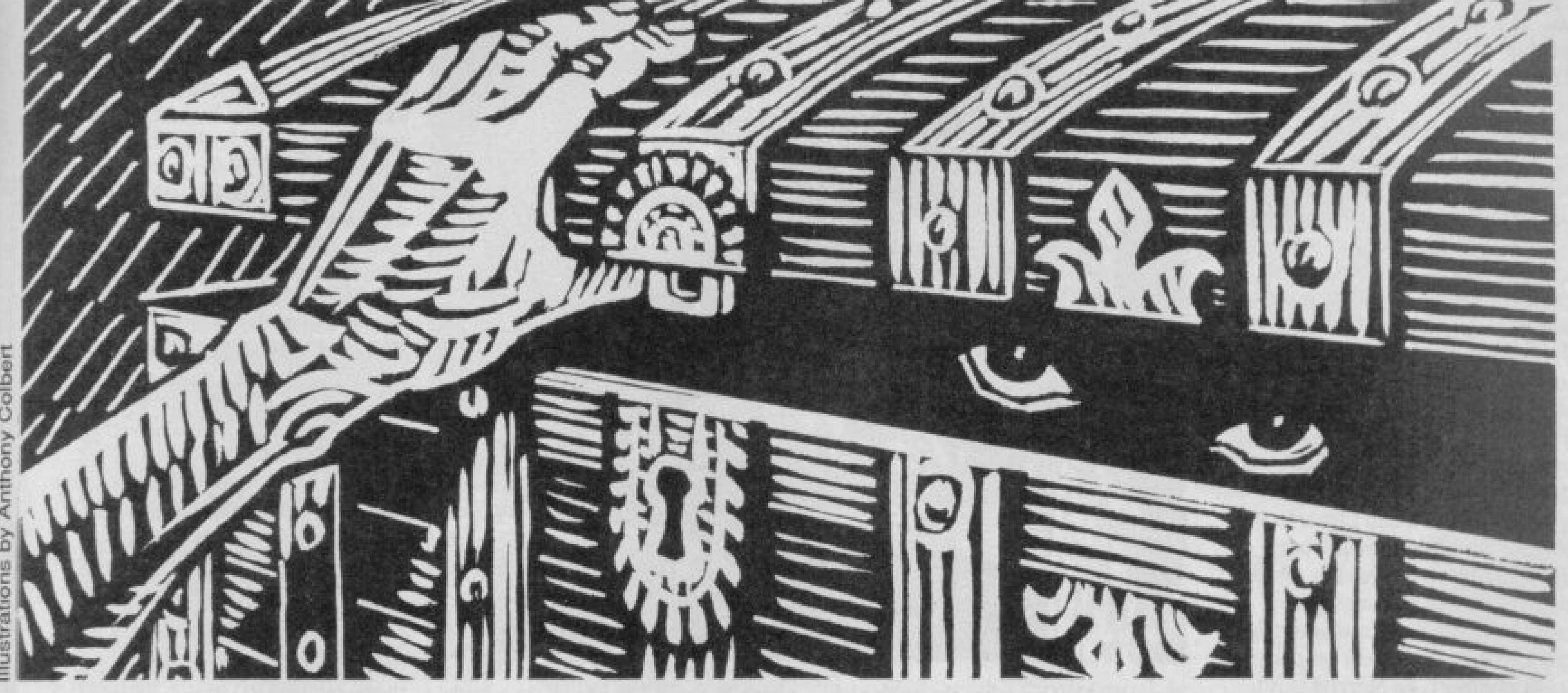
...what, you can't hear me? Rats, I'll have to put it down and caress the keys again. The second issue's only 16 pages but it's got a chunky adventure section including bits about Quill and *PAWS*, plus a review of *The Best Of The Indies* tape — a rave review, of course! Editor Philip Bird tells me that as well as looking for new readers, he's also looking for new writers, to share the workload with him, and for software to review. The price of future issues will be 75p including postage, but they're going to be much bigger than 16 pages. Check it out, chumlets.

James Waddington lives at 11 Finsbury Drive, Wrose, Bradford, West Yorkshire BD2 1QA, and offers his humble services as a 'kind soul'. He says he's had loads of help himself in the past from other kind-hearted readers, so now wants to return the favour. Because of the help he's received, he's now solved seven adventures in the last five months, and they are... *Project X, The Micro Man, The 'O' Zone, Demon From The Darkside, The Golden Mask, Red Door, The Hobbit, Planet of Death*. Send him a stamp plus 10p per solution for any of the above. Being an enterprising sort of a chappie he's also put all the solutions together into a booklet called *The Waddington Seven*, available for 50p, and another booklet called *The Compass Four* contains the solutions to the first four titles on his list for 35p, again plus a stamp. Full marks for initiative, James.

Jonathan Coates wrote to me from Belfast and asked about *Circus*, which was included on a 'Ten Great Games' compilation he got three or four years ago. "It's the most annoying and frustrating game ever," he declares. Now if only he'd sent me an sae I could have sent him a help sheet to the game, which was one of the first help sheets I ever prepared for one of the first adventures I ever







Illustrations by Anthony Colbert

I know I keep writing news items about *Enigma*, the Speccy mag on tape/disk, but then they keep doing newsworthy things. Having cranked themselves up into monthly production, their latest move is definitely one of their best, as they've gone all glossy and colourful. Copies of *Enigma* now come complete with a full colour cassette cover, with playing instructions, index, spanky screenshots... the works! The colour quality is excellent, every bit as good as you'd expect from a game from the likes of Ocean, US Gold etc. It'll definitely smarten up the shelves and make it easier to find the particular progs you want. The sample they sent me was from the August-September issue of last year, which had part two of Zenobi's *Jekyll And Hyde* given away free (48K/128), and that's a bargain. All future issues of *Enigma* will have the cassette cover, so send an sae to *Enigma*, 15 Westfield Road, Inverurie, Aberdeenshire AB51 9YR and they'll tell you the latest prices, subs rates etc.

solved. However, he didn't so I couldn't.

What Jonathan needs to know is what to do with the starting handle and how to open the car door. You needn't worry about the latter, as when you start you only need to open the car boot with the keys, take what you find and then head straight for the circus. You can get into the car almost at the very end of the game by using the GO CAR command. As for the starting handle, you use it to start something you find in the circus, but that's much further into the game than you seem to have got just yet.

Paul Talbot of Newport is still struggling with *Heroes Of Karn*, which graced our cover tape many moons ago. "How do you find Khadim, because I need him to kill the pirate!" Indeed you do, and to find him you must oil the hinges on the chest to enable you to open it... and out pops Khadim.

Paul also wants help on a game called *Seven Parchments*, which isn't a title I recognise so if anyone has managed to solve this one maybe they could bung Paul a solution or help sheet at 2 Littlehales Road, Chetwynd Aston, Newport, Shropshire TF10 9AJ. He'd be ever so grateful.

James Rogers is desperate. Blimey, not another one. James says he's unbelievably stuck in *Bard's Tale* and will send 50p to the first person who sends him a map of Kylearans with everything marked on it, like the silver shapes for example. What an offer. On your marks, get set... go! Oops, you need the address first - it's Midway, Norris Green, Callington, Cornwall PL17 8DF. James also wants to know why I don't print my address in the mag. What, my *own* address? No fear. Or do you just mean the magazine's address? In which case you can find it almost everywhere you look, but as you're obviously a dumbo and going blind as well, it's *Your Sinclair* (in case you hadn't noticed), Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW. Honestly, some people need spoon-feeding. Oh well, it's used up a bit more space and brought me nicely to the end of the column. What a boring lot of letters this month. Come on, send me something interesting to read, you wallies.

A word of warning, or possibly two or three. I've had a few complaints lately from people who have ordered adventures from 8th Day Software and not received them. One reader received his software damaged, returned it for replacement, and never heard from 8th Day again, despite four follow-up letters including a recorded delivery.

Well, after sending two letters off myself to this erstwhile excellent service I've only just got a reply – Mike says he's sorted out the problems referred to and apologises for any trouble caused. It was partly due to the fact that he recently moved, and his new address is 30 Clifford Street, Birkenhead, Wirral, Merseyside L41 OBH. He says he won't be writing any more Speccy adventures, though he's working on something for the 16-bit market.



THE BOOK OF THE DEAD KILLED OFF AT LAST!

An oldie but goldie that I still get asked questions on is *Book Of The Dead*, that devious early endeavour written by the Essential Myth. That's the team that went on to bring us the joys of *Jekyll And Hyde*, not to mention the *Gacpac*, before splitting up. (Thinks: when will some enterprising person re-release the *Gacpac* and *Book Of The Dead*?)

Anyroad-up, instead of just printing any old solution to the game, I thought I'd kill two birds with one stone and get in a plug for **John Barnsley**'s Speccy solution service. For those who've also got 16-bit machines, John provides several 3" disks just packed with solutions to Spectrum adventures. You can load these on any ST, Amiga or PC... which means you don't have to stop playing the adventure on your Speccy, you can look at the solution simultaneously on your 'spare' computer. The disks cost a couple of quid each, so for details send an sae to JR Barnsley, 32 Merrivale Rd, Rising Brook, Stafford ST17 9EB.

As a taster, here's John's personal solution to *Book Of The Dead*...



WARNING: Reading a JRB solution can seriously damage your adventure playing, so don't read on unless you want to know!!!

BOOK OF THE DEAD - PART 1

You start this game inside an egg, so...

SMASH EGG (now in the outside world and you have a limited amount of time/moves before your soul is damned), GET KNIFE, S (sheep grazing here), SHEAR SHEEP (you now have a fleece), DROP KNIFE, S, S (to oasis), WASH FLEECE (now it's too heavy to lift!), E (boulder location), N (weights and tree trunk here), LIFT WEIGHTS (now you're a lot stronger!), S, GET BOULDER (the oasis empties and water rushes away... you hear a cry from below!), S (manganol/catapault here, also a rope hanging down), PUT BOULDER IN MANGONEL, FIRE (the boulder hits the bird!), N (back to the oasis, where you see a dead Ibis with an ankh in its beak plus the wet fleece and a trolley – a 'TES-KHO' one!!), GET IBIS.

N, W (in the Temple, there's a picture of the sun here), PRAY (God takes the ankh and the sun shines), E, S (back to the oasis), GET FLEECE (which is now dry), S, THROW FLEECE (over the cliff), THROW IBIS, D (if carrying anything the rope will break and you die!), (you are now at the bottom of a rock-strewn desert). GET FLEECE, PLUCK IBIS (you now have a quill), E (you meet a wet hermit), DRY HERMIT (with the fleece... he then gives you a scroll), READ SCROLL (gnome appears, saying "Command me"), CURE ME (you are now 'cured' of the time limit and the scroll disappears with the gnome), W, U (rope snaps), GET ROPE, E, E (by Nile river), EXAMINE NILE (to find some stilts), GET STILTS, WEAR STILTS, E (the fleece is pulled away by the river!), E (stilts become stuck in the mud), N, E, N, W, GET PAPYRAS, E, S, W, N (by gates to town), WAIT (until a woman adventuress arrives and mutters something to the gatekeeper), N (you are asked for the watchword), SOMETHING (you are let into the town... Bad, Mad and Sad are here), E (to the Embalmer's shop).

DROP QUILL, DROP PAPYRAS, W, N, W, E (to the rubbish dump... there are lots of items here, but only take ONE at a time), GET BOWL, W (hear footsteps of thugs!), W (by quay and boat), FILL BOWL (with water), E, S (hear footsteps), S (Bad, Mad and Sad are still here), DROP BOWL, N, W, E (back to the rubbish dump), GET FLUTE, W (hear footsteps), W (to quay), E, S, GET BOWL, S (to outside town gate).

S, E, E (to the desert where you encounter a hissing cobra!), PLAY FLUTE (the cobra gets bored and falls asleep!), W, W, N, N (repeat 'watchword'), SOMETHING, N, W, E (back to the rubbish dump), GET MEAT (phew!), W (hear footsteps), W (quay), E, S, S, S (outside gate), S, E, E (by sleeping cobra), E (to an obelisk... here are some symbols: pyramid, anchor, rectangle, door, obelisk, X... this decodes to read 'PARADOX').

E, FEED CROCODILES (with the meat), E, E (to an island in the middle of the oasis, where there is a lit brazier), POUR WATER (from the bowl, this douses the fire and leaves some charcoal), GET CHARCOAL, W, FILL BOWL (with water again), W, W, W, W, W, N, N (to the town gate, where you are asked for the watchword again), SOMETHING, N, D (there is a beggar here holding out a bowl with a coin in it... be nasty!), GET COIN (rotten, innit?!), U (hear footsteps), S, E (to the embalmer's shop).

WAIT, WAIT, WAIT, N (the graffiti on the wall reads about gum, water and charcoal), N (in the Tavern... an adventuress is here, looking a bit sad), BUY DRINK (you now have a pint of beer and you hear footsteps), IN (now hiding in a secret alcove, just an old skeleton here), WAIT, OUT, GIVE DRINK (the woman accepts and is now following you), S, W, S (the woman goes into the Apothecary's, she is the 999th person to go in, so...), W (into the shop and you are thus the 1000th person to enter and you are told that everything is free!), GET OPIUM, GET GUM, MIX GUM (you've made ink with gum, charcoal and water!), E, E (to the Embalmer's shop again), GET QUILL, GET PAPYRAS, WRITE IOU NOTE (on papyras with quill and ink), BUY SYRINGE (the shopkeeper takes your note and toddles off, now you can go upstairs), U (to an apartment, where there are 3 jars. The pictures are of a sailor's, priest's and scribe's brains), EAT SAILORS, EAT SCRIBES, EAT PRIESTS (when you eat the priest's brain you get the message "words form in mind", "embalm body and extract brain").

D (you hear snoring but don't worry about him yet), DROP QUILL, DROP OPIUM, W, N, W, E (to the rubbish dump again), GET NEEDLE, W (hear footsteps), W (to the Quay), E, S, S (Bad, Mad and Sad are STILL here!), GIVE NEEDLE TO MAD (he gives you a luminous stone), N, W, W (back to the quay), BOARD BOAT, SET SAIL (as you have eaten the sailor's brain you sail expertly to a sandy cove), LEAVE BOAT, W (the door slams shut behind you and the luminous stone lights up the chamber, an exit lies upwards and Shabti's head is here, GET HEAD, U, U (you are now near the Temple at the beginning of the game), E (to a tree trunk), TIE ROPE (to tree trunk), D (the rope bears your weight and you are back at the sandy cove, the boat is still here), SET SAIL (back to the quay), FILL BOWL (with water yet again!), S (to a warehouse, where you find some bins full of flour), GET FLOUR (you now have some glue), N, E (the thugs, whose footsteps you heard earlier in the game, lie comatose in their own vomit!!... if you get caught by these men then you might as well start again as you will not have enough strength to lift Shabti's head and body), E (back to the rubbish dump for the final time), GET BODY (of Shabti.... you now have head, body and glue, so...).

MEND SHABTI (Shabti is now intact!), GET URN, W, S, S (back to Bad, Mad and Sad), GIVE URN TO SAD (this was his Auntie, so he becomes Glad!), GIVE SHABTI TO GLAD (he gives you a blindfold), GIVE BOWL TO MAD (he gives you some beads... *don't* trade a 3rd time or the game will *crash!!!*), E (final visit to the embalmer's shop), GET OPIUM,

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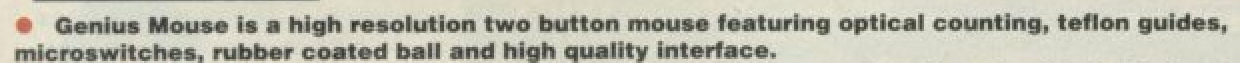
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Cont from p 52 GET QUILL, CALL (the shopkeeper returns and gives you a syringe), W, S, S, E, E (that cobra is still sleeping... must have been on the hiss all night!), E, N (by pyramid), U (you see a shaft but it's too small for you to enter), DROP QUILL, DROP OPIUM, DROP SYRINGE (they all fall down the shaft), D (to back outside the pyramid), WEAR BLINDFOLD, IN. It'll be too dark to see, but you've now completed Part One ('SAVE' and enter in Part Two).

BOOK OF THE DEAD – PART 2

Load Part 2 then load <SAVE>'d game from Part 1 with RESTORE. You will be told once loaded to use '@ #' to get into Part 2 from now on, so....

(You start with a blindfold on, a hollow pipe, which was the flute in Part 1, and some beads), REMOVE BLINDFOLD (this is only on you when you load <SAVE>'d game from Part 1), (you are in a dry inhuman entrance hall with exits N, S, E, W, U and D... if you type 'D' 50 times, you end up upside-down in New Zealand!... of course you have to type 'U' 50 times to get back again!!), E (the adventuress is here), TALK TO WOMAN (she asks where the treasure is), SAY "IN TREASURE ROOM" (she goes off looking for it), W, N (you hear screams of laughter from behind a locked door to the North, but you cannot open it), E, E (guards jump down from a trapdoor and chase you!).

WAIT (you are captured and dragged off to the torture chamber where the chief priest asks what you fear most), SAY "RACK" (you are stretched, the guards are pleased with their work and go away, but you are still bound and gagged), LOOK (the adventuress bursts in, looks around, releases you then carries on searching for treasure... you are taller now but otherwise okay. You see a chest), GET CHEST (in the chest are some gems), PUT PIPE IN CHEST, PUT BEADS IN CHEST, DROP CHEST (the woman cries "Jackpot!!" and grabs the chest), S (back at locked door), E, E (here we go again with the guards!), N (near a large statue, with the guards still chasing you!), IN (the guards stop chasing you), U, U (door to the West... this leads to the knee-cap but you will be captured by the guards again), U (the shaft continues up above... as you have been 'racked' you can now get through this), U (leaping up, you just reach into the shaft and are now in the upper body), U (emerge onto the statue's chest, the mouth above is shut), W (on right shoulder, ear above head) – PULL EAR (you hear creaks and turns as large levers move).

E (the mouth is now open), U (into the mouth), U (in head, sphere here with Morrisey inside it, he is a bored adventure writer!), PUSH SPHERE (it rolls out of the mouth and smashes on the ground below), D, D, D, D, D, D, D (at foot of statue), OUT (back at North end of room, see frogs jumping around... these must have been the guards, some powdered glass which was the sphere, and Morrisey, dazed... he looks around and says "This is no good", then goes off changing things!).

S, W, W, S (back at the start), W (chasm here, if carrying anything you would fall and die when crossing the chasm, that's why you put the stuff in the chest... don't worry, you'll find it later, we hope!), JUMP/UP (now at west end of chasm), W (Beautiful Passage... if you came here before it would have been the 'Unfinished' Passage but Morrisey changed it. The woman here says "this is better" then strides off), W (in the ante room, this is where a maze of rooms starts, but another way is to type "KERSPLAT", with speech marks. This will land you at the end of the maze, but to find this word out you have to find a tome, or book, which is at the other end of the maze!), E, E, S, E, S, E, E, E, S, W, N, UP, S, N, E, N, W, S (now in an ornate room, the chest is here... the woman brought it with her!).

EXAMINE CHEST (only beads and pipe in there), GET PIPE, GET BEADS, S (there is a well here with a bucket), IN BUCKET (you plummet downwards, now at the bottom of the well, the tome is here), GET TOME (if you examine the tome you are told to give a page number), PAGE 1 (it says "only 6 pages written on, they are 3, 7, 13, 666, 999 and, of course, 1"), PAGE 3 (reads about 'Kersplat' spell, a lot of use now, innit?!), PAGE 7 (gravity inverting spell, so up you go to the top of the well again!), PAGE 13 (beast control spell, lodges in mind), N (back to the ornate room), E (sign saying 'Lemming crossing ahead'), E (see 1000's of lemmings, you can't get through to the East, so...), PAGE 666 (this page is covered in purple runes, you've invoked a mighty beast who then starts to gobble the lemmings up, making a way through... DO NOT read this page before Page 13 or you'll be got at by the beast!!), E (by a toll bridge), E (troll comes out demanding a toll but you haven't any money, so...), W, W, W (as beast spell won't work a second time), N (loopy tunnel, this bit is really boring as it has to be done four times round), D (the woman is here again – doesn't she ever give up?!).

S; D, N (coconut shy here, the Mutant says "Go on, knock a coconut down", so...), BLOW BEAD (with pipe and bead you knock off the coconut, the Mutant gives you a pewter shilling, but you can only do this one at a time, very boring!). S, UP, N, UP, S (ornate room), E, E, E, GIVE SHILLING (told not enough, so back to the coconut shy), W, W, W, N, D, S, D, N, BLOW BEADS (Mutant says "You've been here before", but gives you a groat), S, UP, N, UP, S (ornate room), E, E, E, GIVE GROAT (told you need 6 of them), W, W, W, N, D, S, D, N, BLOW BEAD (Mutant says "Not you again", but gives you 6 groats, S, UP, N, UP, S, (ornate room), E, E, E, GIVE GROATS (told that you now need 7 groats!), W, W, W, N, D, S, D, N, BLOW BEAD (Mutant weeps and says "I've got a wife and kids to support", but gives you a portable warp dimension, containing infinite groats), S, UP, N, UP, S (ornate room), E, E, E, GIVE WARP (that's stumped the troll!... you are now on the bridge with hills far below).

E, N (now around a set of 4 rooms, don't go South or you will get a 'room error' message and the game crashes!... also in other rooms only use exits described in the text or this will also crash! Don't 'SHOUT' either!!), GET SPADE, N (rubber band here), GET BAND, W (an ogre here building a machine but some parts are missing... there is also a pulley system), GET PULLEY (too heavy), DROP TOME, GET PULLEY, S (lever), GET LEVER, N (back to the ogre... the pieces must be given in the right order or the machine will go haywire, when you give each part, a letter/letters are added to the machine if examined: rubber band = CA; lever = TOR; pulley = EX; spade = VA... 'EXCAVATOR'!), GIVE PULLEY, GIVE BAND, GIVE SPADE, GIVE LEVER (the ogre builds the bits into a machine and makes an excavator... now for the wall!), USE EXCAVATOR (it hums into life, the spade attachment revolves and digs through the escape proof wall).

LOOK (you now see a hole to the West), W (as you escape to the real world, Morrisey turns up saying "Come back to my lovely adventure". You are now in a black granite chamber. Here's all the stuff you put down the shaft in Part 1 – you remember, don't you?!!), W (to an annexe, there's a mummy here). UNWRAP MUMMY (you now have some linen), E, N (in a mammoth high ante-chamber, there's an August-egg and an unlive being here), LIVE UNLIVE (the unlive being is reanimated and won't trouble you anymore), BREAK EGG (the seal breaks, doors open and you are ushered through to the burial chamber, where there is a sarcophagus), EXAMINE SARCOPHAGUS (you see an amphisbaene, 2-headed serpent), (remember the symbols on the obelisk in Part 1?!), PARADOX, (the serpent turns on itself and begins to eat – soon it's all gone!!), IN (now in the sarcophagus, the lid closes on you), WEAR LINEN, EAT OPIUM (your cares go away for a while), EXTRACT BRAIN (with the syringe).

As you prepare to end it all, the coffin lid opens above you and you see the woman peering in... "Goodbye", she says as her image fades. There is a brief moment of pain, then all is gone. You've ascended 62 Ma'at levels... But wait! What's this?... Beings welcome you, cheering the afterlife. YES! You have redeemed yourself! Live in Ma'at for ever more among the Gods, you deserved it.

THE END



Yikes, here it is, deadline time, and what do I find when I open my Coupon Corner file? Not a sausage! What can I do? My faithful readers will be expecting me to come up with yet another ace offer, and I ain't got one I can offer 'em. There's only one thing for it (I hate to do this but I'm desperate), I'll have to put a coupon in for my own book again. Oh no!

But I've already offered it at £3.95, a whole pound off the cover price, for *YS*-type peoples only, so I can't just repeat it, can I? What I'll have to do is trim my excessive profit margins (ahem) even more, and offer it at the unbeatable, once-only, genuinely desperation price of £3.50, including postage inside the UK. As the book normally sells at £4.95 plus a whopping 5p postage charge, that's a saving of... erm... switches on calculator... £1.50!

Modesty forbids me from telling you that this is the best book ever written called *Adventures On The Spectrum* (first in a field of one), with 128 scintillating paperbacked pages, so I'll tell you what other people have said about it: "Go out and get one this instant!" (*New Computer Express*), "I hope there'll be a book two!" (*Micronet*), "A must for all adventurers, not just those with a Spectrum" (*Adventure Probe magazine*). Clip dem coupons now, folks.

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FROM:

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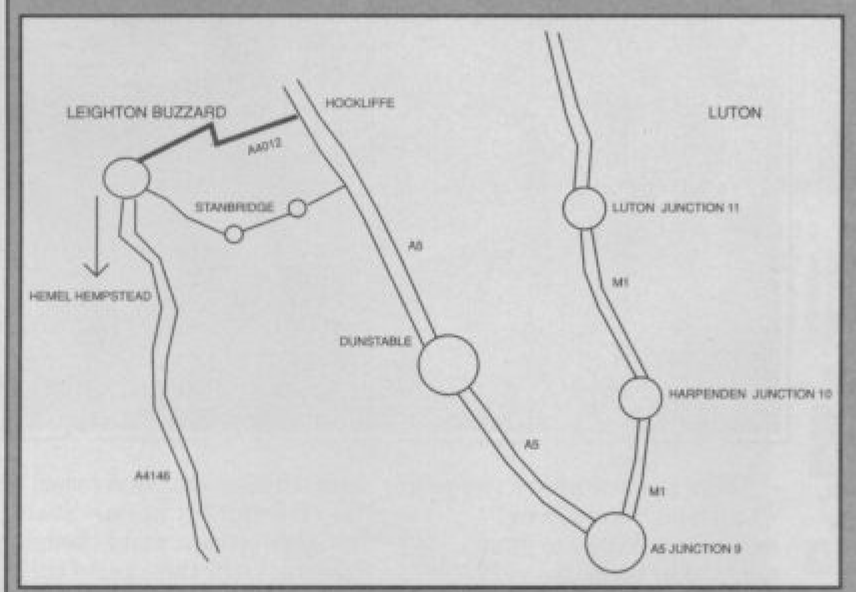
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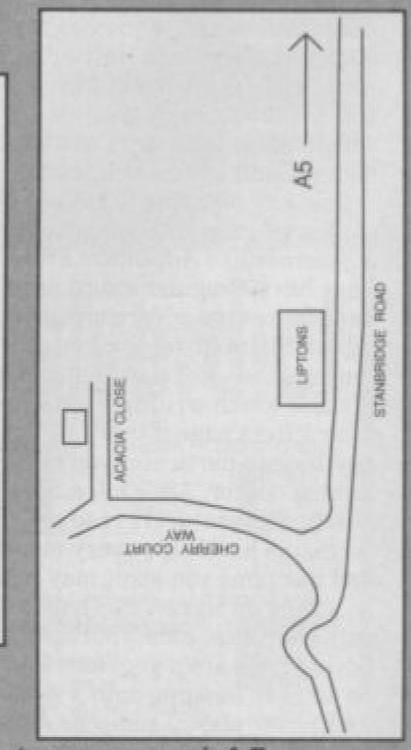
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HOW TO FIND US......





Maps showing direct routes from the motorway and A5

THE YS ADVENTURE REFERENCE SECTION

Once again I bow to the pleas of my readers; being an old softy, and this month include a list of useful adventure addresses for you to cut out, frame, file, lose, blu-tack to the wall or whatever (provided it's legal). I don't know why I have to do this, as I always print addresses in full whenever I review something, so you know where to bung your bunce, but apparently sometimes you want an address and can't find it, so here they all are...

Adventure Coder, 3 West Lane, Baildon, Nr Shipley, W Yorks BD17 5HD
Adventure Probe, 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP
Atlas Adventure Software, 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP
John Barnsley, 32 Merrivale Rd, Rising Brook, Stafford ST17 9EB
Compass Software, 111 Mill Road, Cobholm, Great Yarmouth NR31 0BB
FSF Adventures, 40 Harvey Gardens, London SE7 8AJ
Gilsoft, 2 Park Crescent, Barry, South Glamorgan CF6 8HD
Incentive, Zephyr One, Calleva Park, Aldermaston, Berks RG7 4QW
Level 9, PO Box 39, Weston-super-Mare, Avon BS24 9UR
Magnetic Scrolls, 1 Chapel Court, London SE1 1HH
Official Secrets, PO Box 847, Harlow, Essex CM21 9PH
River Software, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL
Spellbreaker, 19 Napier Place, South Parks, Glenrothes, Fife KY6 1DX
Tartan Software, 61 Baillie Norrie Crescent, Montrose, Angus DD10 9DT
Topologika, PO Box 39, Stilton, Peterborough PE7 3RL
Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX

If there are any names you don't recognise, just send them an sae for a list of their stuff. You might get a pleasant surprise. And if I've missed any names, let me know and I'll do an up-date sometime.
OKAY, SO DON'T LOSE THIS LIST, YOU HEAR?



MOULDY OLDIE CORNER

One thing you can guarantee in my postbag every month is at least one letter from someone asking me where they can get hold of a particular adventure. It's a sad thing about adventures but many of the greatest Spectrum games are no longer available... I think of games like *Terrors Of Trantoss*, *Urban Upstart*, *Twin Kingdom Valley*, *Galilee*, *The Secret Of St Brides*, *Colour Of Magic*... the list is almost endless.

Sometimes the companies have gone bust, but more often it's a case of them selling out their initial Spectrum stock and never publishing any more copies. Sometimes the companies just disappear... I mean, where *IS* **Richard Shepherd Software** these days, publisher of *Inferno* and *Urban Upstart*? (Games which, trivia fans, were written by **Peter Cook** of *Tau Ceti* fame.)

One way of trying to get 'old of golden oldies is through adventure magazines like *Adventure Probe*. They have a regular swops page, and often carry ads from people selling their old adventures as they upgrade to a newer machine. It's also worth writing a letter to their letters page if there's anything in particular you're looking out for. After all, a few hundred adventurers read a magazine like *Probe* every month, and the game you want may just be sitting on someone's shelf gathering dust somewhere. And adventurers are a generous lot... no point in hanging onto a game they never play, if someone else could be getting some pleasure from it.



There are also one or two people who deal in second-hand adventures, either to swop or to sell, and in the pages of *Probe* you'll find ads for **Paul Davis**'s Spectrum Adventure Swaps Club, so look out for that too.

Then there's **Gordon Inglis**, who buys and sells Speccy adventures — none refused, he says! Naturally he only deals in original games, and I thought I'd let you know the kind of titles he sells, and at what kind of price. I've been browsing through his latest list, but there's no way I could print them all as he's got loads for sale, almost a hundred at a rough guess. By the way, there's no point in writing to him and offering to buy any of the ones I'll name, as by the time this appears he'll have sold them all and have a new list ready, so instead just send him an sae to get a copy of his latest catalogue.

In the one I'm looking at, for only 99p you could choose from no less than 33 titles including *Kentilla*, *Karyssia*, *Rigel's Revenge*, *Book Of The Dead*, *Serf's Tale*, *Zzzz*, *Inspector Flukeit* and *Spiderman*.

In the £1.50 bracket you'll find such droolworthy goodies as *Agatha's Folly*, *Jade Stone*, *Heavy On The Magick*, *Knight's Quest*, *Colour Of Magic*, *Secret Of St Brides*, *Twin Kingdom Valley*, *Jekyll And Hyde* and many two-game tapes from the likes of **River** and **8th Day Software**.

If you're really wealthy and can afford to cough up £1.99 then you could buy games like *Terrors Of Trantoss*, *Fantasia Diamond*, *Classic Adventure*, *Eureka* (a five-parter!), *Twice Shy*, *Fourth Protocol*, *Adrian Mole*, *Erik The Viking*, *Hampstead*, *Sorderon's Shadow*, *Red Moon*, *Sherlock*, *Tir Na Nog*, *Dun Darach*, *Lords Of Time* and *Colossal Adventure*. Lawdy, what a great list of games.

Finally, in the millionare bracket at £2.99 you could have *Bard's Tale*, *War In Middle Earth*, *Knight Orc*, *Times Of Lore*, *Bored Of The Rings* or *Lord Of The Rings*. Phew! So don't ever tell me you can't get hold of old adventures any more. Just send your sae for an up-to-date list to **Gordon Inglis**, 11 West Mayfield, Edinburgh EH9 1TF.

TOTAL RECALL

Ocean/£10.99 cass only



James **Whoo-ee! This was a bit of huge, stonking, blockbusting whopper of a movie last year, wasn't it, Spec-chums? It starred that dangerous hunk of gristle we all know and love as Arnie Schwarzenegger – which meant it made up for in designer violence what it lost out on in plot!**

And the game's exactly the same – only more so! (Hurrah!) For reasons best explained in the movie, 'Little' Arnie has to travel to Mars where he gets caught up in a battle for the planet's air supply. This means that he's got to dodge and kill loads of baddies and collect a few necessary items to help get him to the air supply generators and save all the 'Martians'. (Told you it wasn't much of a plot.)



This is you when you die. (Not a pretty sight, is it? And note the severed limbs flying away. Yuck!)

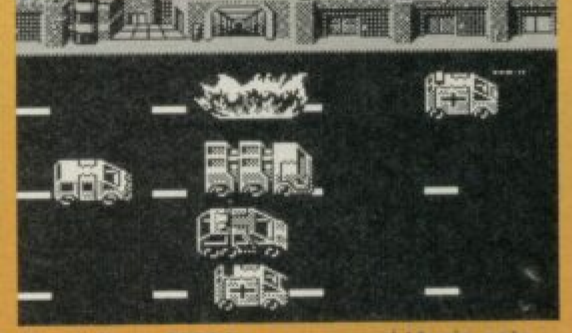


Level 4, and our Arnie's about to get seriously dented by these drilling machines. (Pedal to the metal, big boy!)

You've got to find lots of bits!

The game is split into five levels, of which 1, 2 and 5 are platform-and-ladders shoot-'em-up-cum-punch-'em-up jobbies, and 2 and 4 are sort of 'glue' sections which stick the others together and take the form of car chase sequences. (What? Exactly like *Batman*? How dare you! Well, I suppose a *bit* like *Batman*...)

The first shoot-'em-up level more or less sets the blueprint for the others. It's set in a sort of space-age interior city with loads of lifts, force-fields and odd little switches dotted around the place. Arnie's job (he's called Doug Quaid in the movie, but we all know he's really Arnie) is to collect a briefcase and work out the settings of switches he needs to flick in order to get onto the next level. These cause bridges and steps to appear (or disappear), allowing you to reach certain parts of the screen that you couldn't just a minute ago (all the while shooting lots of extremely rude chappies who are always trying to blam you!). Level 3's pretty much the same (only harder and set in a warehouse), but Level 5 does at least try a bit (this is the one on Mars) and we get treated to a brand-new backdrop and layout (jolly exciting), and some different baddies.



Death Race 2000 here we come! (Arnie gets held up in a spot of violent rush-hour traffic.)

As for the car chase bits, well, they're generally easier (there's no puzzle element) and less endearing. They're just fast-scrolling highway blast-'em-ups really, a case of getting from A to B for Arnie to carry on looking for collectibles.

Pretty chunky graphics, aren't they? (We're on Level 3 here.)

So what's it like?

Well, not at all bad actually! The car bits are a pretty standard, but the platform sequences are very tricky and playable. They've got the difficulty level pitched just right – instead of having numerous lives you're only given one per level, and all those are up against the clock! The graphics are spanky too – they've got a really nice blocky and bouncy feel to them. (For example, when you die you explode in a kind of splat of gory goo. Eurgh!)

But there is a problem. (In fact, some of the more observant Trainspotters among you might have picked up on it already.) You see, *Total Recall* is not the game it was supposed to be! *(Eh? Reader's voice)* Perhaps I'd better explain...

Anyone who read Matt's Megapreview in the November ish will realise that, though the original Speccy version was very similar (same types of level and gameplay), this is a much scaled-down and simpler game than we were led to expect. (And Lord knows we've waited long enough! The first ads for this appeared in the October ish, over 6 months ago!) We're not too sure what went wrong, but we do know it was given to a different programmer at the very last minute and he had to churn it out in three weeks! It's a shame because with a few more bits and bobs the game would've had a good stab at getting a Megagame – as it stands it's all a bit thin on the ground. (Like a B-movie game with an A-movie licence really – if you see what I mean.)

Still, although *Total Recall* won't knock your socks off, it is fast and addictive, and Ocean should at least be congratulated for releasing a more-than-competent game when they were up against such very hefty odds. (And well done to you, Mr Schwarzenegger, sir, your highness – er, please don't point that thing at me...).



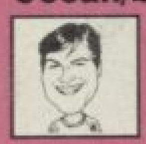
Right, here we are in Level 1 and eeek! What's that horrible pink gunk?! (No good for the footsie-wootsies, I'll be bound!)



CHASE HQ 2

SPECIAL CRIMINAL INVESTIGATION

Ocean/£10.99 cass/£15.99 disk



James Phwoar! Hands up who remembers Nancy from *Chase HQ*! Bit of alright, wasn't she? Well, here's Ocean's sequel, and there's a brand-new babe on the CB! She's called Karen – and she could pull me over for questioning anytime! (Ahem.)

For those who've never heard of the original *Chase HQ* (it came out just over a year ago – welcome to the planet Earth), Karen's a sort of lady cop taxi controller, in charge of a squad of motorway (or 'highway') 'fuzz' cars. It just so happens that you're sitting behind the steering wheel of one of them and it's your job to 'hop to' and chase whichever baddy-mobiles she tells you to. Sneak up behind 'em, shout "Boo!", give them a ram or two up the bum and then arrest them when you've knocked them off the road. Bingo! At least, that's what happened in the first game – what about this newie?



There's that station-wagon heading for the mountains! (Should be easy enough to catch it, eh, readers?)

Well, let's take a look!

Er, well, I hate to disappoint you but there's not that much difference actually. You're after a bloke called Bob Black, a gangland bully who's rather cruelly sellotaped the Mayor's daughter to a timebomb. Before you get anywhere near him though you've first got to complete six missions (in much the same way as you did in the first). Blasting a couple of joyriders in a Porsche, wrecking a station wagon, destroying a limo – they're all not-so-subtle variations on a theme, the most obvious being that you can now stick your head out the top and blast away with a pop-gun. (You've got endless bullets, but if you're a crap shot – which isn't that hard with a 240mph wind blowing in your eyes! – you can always slam on the old turbo boost and ram 'em instead.)

And that's about it really – ramming and blamming! The ramming's a lot like the first *Chase*. The blamming is new. Other variations include a juicier selection of weapons (rocket launchers and machine guns which get dropped from a helicopter), varying weather conditions, and a chance to race in deserts, mountains, cities and along the side of some rather crap lakes. (I first thought the lakes were cornfields so I tried taking a short cut through them. Nice one, Jimbo! That's a £100,000 car you've drowned there!) Oh yes, and there's a time limit of one minute to find each criminal vehicle, then another minute to stop it.

Suffering from Sequelitus



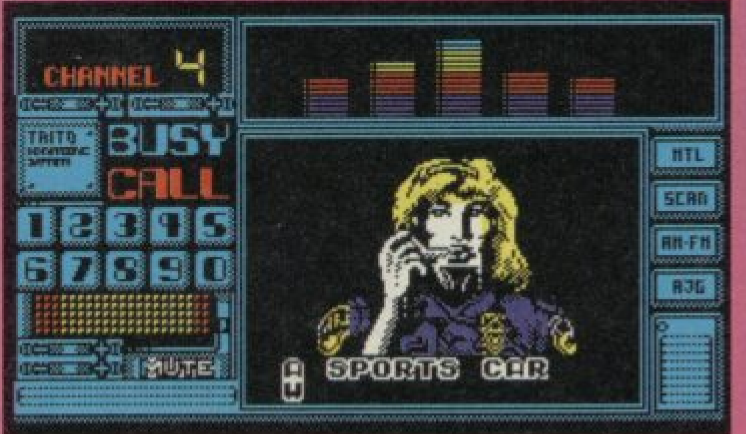
All of which does not a fascinating game make. Ho hum. I hate to say it but *Chase HQ 2* is about as typical a sequel as you could ever hope to find – just a blueprint of the original with a couple of extra bits glued onto the bodywork. Your car sprints down the road at a fairly zippy pace but there isn't any real sense of speed (perhaps because the sound effects don't seem as effective this time round – you haven't got the siren for a start). Because of this it isn't half as much fun stopping the perps anymore. (Sob!) And so far as the visuals go, well, how can graphics which haven't changed much in 12 months compete with a game as professional and sturdy-looking as *Lotus Esprit Turbo Challenge*? (Not very easily, matey-poos, is the basic answer!)



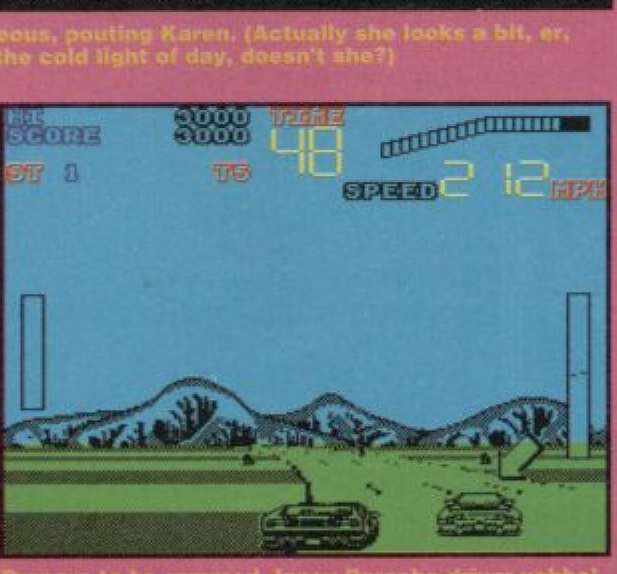
The real baddies' car has a convenient arrow suspended above its roof. Ha-ha – gotcha!

I dunno – the reason there are so many bad sequels in the world is because the people who make them misunderstand the reason for the originals' success. *Chase HQ* didn't succeed so much because you put a siren on top of your car and chased after criminals – it succeeded because the *idea* of having a siren and chasing criminals was so brain-stonkingly original, and had never been done before, and was really, really well executed (if you see what I mean).

Who wants a game that looks the same as the one they already own but hasn't got half the soul? If you never bought the original *Chase HQ* then I'm ordering you to do so right now. If you did then sorry to disappoint you with this paltry effort. Of course, not that it's *that* dire. Just that your money's better off with a different game. (One about kettles. Or woodlice. Or something.)



The gorgeous, pouting Karen. (Actually she looks a bit, er, rough in the cold light of day, doesn't she?)



Prepare to be rammed, fancy Porsche-driver yobbo!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
70°	73°	71°	73°

DIAGNOSIS

SCI – It's racy, pacy and lacey. But we've seen most of it before (except the lacey bits). *(Oi! Come back here! Ed)*

80 60 40 20

71°

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YS3

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EUROPEAN ORDERS ACCEPTED

WIN! WIN! WIN!

A RATHER SPIFFING TELEVISION SET A BIT LIKE THIS! *



* BUT NOT QUITE!

IT'S THE SOOPA-DOOPA *DOUBLE DARE* COMPO!

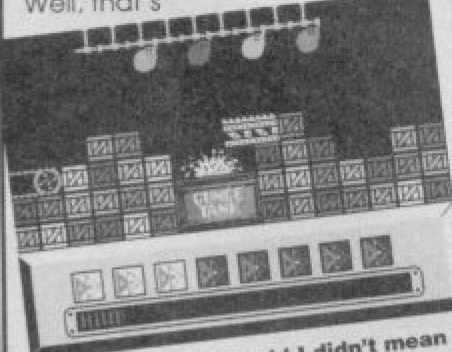
Don't watch that! Watch this! Go on, we dare you to stand on one leg and hop across the roof of the Empire State Building! (No? Oh alright then.)

Actually, *Double Dare* isn't about scary dares at all. (Unless you think daring someone to answer a question like "Who plays Dan in *Roseanne*?" is scary.) Nope, instead it's based on that much-loved and rather groovy *Going Live* TV quiz - as if you hadn't guessed already! Not that any of us have ever seen it of course because we've got to sit in this shed all day to bring you this ace mag (yes, even on Saturdays)! But at least we can play the brand-new Speccy game from Alternative now instead, eh, Spec-chums? Hurrah!

A bit about the game

Right, let's find out a bit about what you do then. First of all you (or you and a pal, if you decide on the 2-player option) have to answer some general knowledge questions (just like *Triv*) and then there's a series of physical challenges (oo-er!). Well, there are in the TV game anyway – here on the Speccy it's all been changed around a bit so you get some nifty little puzzle bits instead.

Get through this and you're onto an assault course – keep going, pick up loads of flags and, wa-hey, you're a winner! Well, that's what you're aiming to do anyway. If you lose it's a bit of a different kettle of fish – or vat of horrible gunk, to be precise! That's right, Spec-chums, true to the TV show you get placed firmly and squarely in the horrible dunk tank! Eurgh!



No, not the gunk tank! I didn't mean to lose, honest!

We should have a review of *Double Dare* in Barg Basement next month but in the meantime here are some screenshots to take a gander at. (Oh, and if the game does well then Alternative say they're going to release some separate General Knowledge questions on tape for you to add to the original game. Can't be bad, eh?)



Oh, it's that Major Tom chappy! What's his name? Ziggy something...

What can I win?

Hang on, we were just coming to that! First prize is an absolutely fabulous Goodmans 140 14'' colour TV! (Which means you can watch *Double Dare* in the comfort - and safety! - of your own bedroom.) Mind you, if you don't quite make it to the first prize then there's no need to burst into tears or anything soppy like that 'cos we've also got 50 copies of *Double Dare* to give away! (It's a corker!)

Okay, I'll go for that. What next?

Aha! Now you're asking. And it's quite simple - just answer these questions. We've taken our cue a bit from the game itself here, so let's kick off with a couple of triv puzzlers...

1. Where is the Giant's Causeway?
a) On the moon
b) Northern Ireland
c) Brazil

2. Where did Boadicea hail from?
a) Boaderland
b) Cumbria
c) East Anglia

Gosh, we're not too sure what's going on here but odds-on it's something to do with eggs!

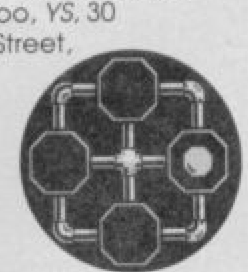
Right, now the puzzles...

3. Who are the three crazy mixed up chaps in the picture below?



4. The silly sentence below is actually a film. But which one?
Heck eat turf bout.

Right, that's your lot. Do the usual and send it off to *Dare, Dare, Double Dare, I Don't Care 'Cos I Wear Flares (So There)* Compo, *YS*, 30 Monmouth Street, Bath, Avon, BA1 2BW. Entries in please by February 28th 1991.



RULES

- Future Publishing and Alternative Software people can jolly well keep away from our pristine TV (and the games) – or we'll dunk 'em in the gunk!
- Entries must be in by the end of February 1991 (and on the back of an envelope or postcard please) otherwise it's a swift visit to Mr Dustbin.
- Andy is a bit of a mean mutha, so no arguing with him when he's chosen the winners, alright?

Easy as pie! The answers are...

1 .... 2 .... 3 .... 4 ....

Now send me my prize pronto to

Name ....

Address ....

....

.... Zip Code ....

WORLD CHAMPIONSHIP SOCCER



Go on then – do as the man says.

Elite/£9.99 cass/£14.99 disk

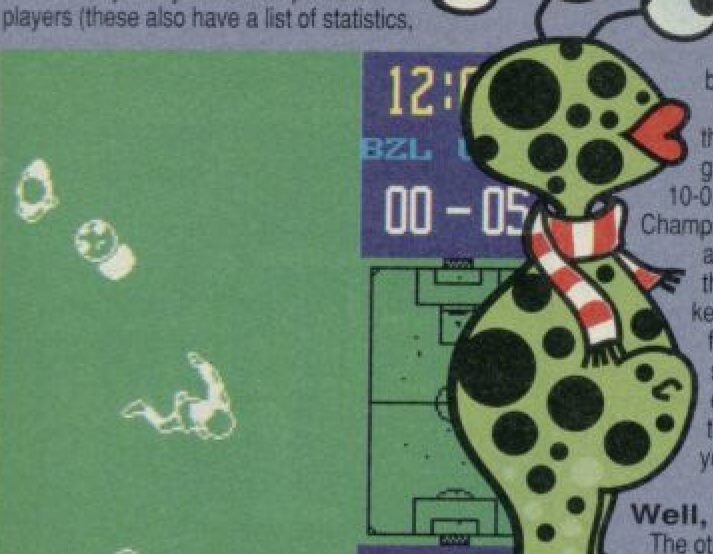


Jon We've had *Kick Off*, we've had *Kick Off 2*, and by golly if we haven't had *Gazza 2*, er, too. Well, now here comes *World Championship Soccer*, a Sega arcade conversion that's looking to beat them all into touch as the fastest, simplest, most playable overhead-view footy game ever. It's a 1/2-player game, and I may as well tackle each in alphabetical order, so it's, er, 1-player mode to kick off with first.

Oi! Who let the Harlem Globetrotters in here?

You're competing in a full 'World Championship' (ie World Cup) tournament, so if you're confident enough to skip the oddly-named practice game ('Test match' indeed) it's time to choose the country you want to represent. Up pops a snazzy world map and as you whizz about testing your geography (so that's where Cameroon is!) you can call up a team's statistics. These are a list of the team's strengths – Speed, Skill, Defence and Keeper – measured on a scale from 1 to 5. Settle on a country and you have to pick the players (these also have a list of statistics, this time based on Speed, Tackling Strength, Kicking Strength and Accuracy). Weed out the weeds and put your final 11 into a set 4-4-2 pattern.

OH NO! NOT ANOTHER BORING FOOTIE PAGE!



Persil-white players and, er, rather a lot of another colour...

Onto the game proper...

And the first thing that strikes you is the kick-off – it's just a case of first player to the ball! Boot this away and you'll notice the screen scrolls to keep up with it, not the players, so frequently you'll be running like mad without actually being in view (mind you, there's a handy scanner at the side of the pitch to give you the full picture). The Speccy decides which player you control, working on the 'nearest to the ball' principle, but as usual causing much cursing since in tight spots the player it wants you to be and the one you want to control are inevitably different. The controlled player is highlighted with an arrow, and as you rush all over the place the rest of the teams swarm about as their patterns dictate, although once the action gets going you'll soon have no idea who's in which position. Bang go all the impressive player statistics, but who said this was a serious game? Fast and fun is the order of the day, with things like throw-ins and corners dropped in favour of the ball ricocheting back off the touch-lines (as if you're playing in a box).

Actually, having that mini-pitch at the side isn't a bad idea. (Means you don't have to keep flicking into a different mode.)

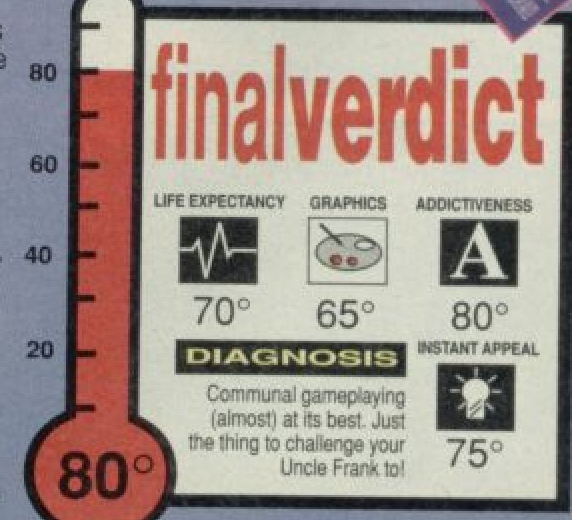
The Speccy has some mean tactics, its men jittering towards the ball like guided missiles, and using the three types of kick to full effect. A nice touch is the way you always kick towards the opponent's goal, but I found the best way to win was not to bother about kicking at all, and just dribble the ball into the net. As long as you keep zig-zagging, the Speccy's players can't manoeuvre to tackle you, and it guarantees victory by at least 20 goals!

Of course, this doesn't really matter, as the only reason anyone buys *Kick Off*-type games is to beat their friends at them 10-0. Pick your teams, no fouls, no World Championship competition, just Spec-chum against Spec-chum! The only problem is, there's no Redefine Keys option, and the keys you've got are all on the top row (1-5 for player 2, 6-0 for player 1), a hideously squashed arrangement that means you either have to wedge some card down the middle of the keyboard, or sellotape your unused fingers out of the way.

Well, it's green, innit?

The other only problem is the presentation. Apart from some awful intro music and a neat whistle effect, there's no sound, and while the graphics are several steps up from the *Kick Off* doldrums, they can still get somewhat confusing as the pitch flits by. As everything's monochrome green, one team has white shirts and dark hair, and vice versa. Unfortunately, there are no graphics to show the light-haired players kicking, or their goalie (they use the dark-haired versions instead), so if you're at the opponent's goal, blocked by the defenders, it seems you're being hacked at by traitors from your own team!

Graphical glitches aside (you can always provide suitable sounds yourself), *WCS* ain't a bad little footie game at all. Not quite up to *Gazza 2* standards, but playable nonetheless (multiplied by 10 in 2-player mode). A very strong return for Elite, back at last from the 16-bit wilderness. Three cheers and a hearty hurrah!



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
70°	65°	80°	75°

DIAGNOSIS
Communal gameplaying (almost) at its best. Just the thing to challenge your Uncle Frank to!

80°

HERO

Here in the *YS* Shed we go a real bundle on fantasy board games – and none more so than *Hero Quest*! We sent resident elf LINDA BARKER off up to Sheffield in a Red Star box to find out what Gremlin were doing with their brand-new Speccy version...

According to all the official blurb, *Hero Quest* was the Number 1 best-selling boardgame of 1989 – not bad going when you're up against giants like '*Triv*' and *Scruples*, we're sure you'll agree! And what a corker of a game it is – we've been hooked on it for months! Basically, it's one of those character-playing, fantasy jobbies with you running around a castle, casting spells and making short shrift of the forces of evil – phew! Mind you, despite the title, you're not actually looking for a hero – you want to *be* one, and thanks to those lovely people at Gremlin you'll soon be able to do it on a Speccy too! (Hurrah!)

A TALE OF CHAOS, DARKNESS AND JOLLY FEARSOME WARRIORS

Once upon a time in a distant land known as the Empire an evil warrior challenged the forces of good. This warrior was called Morcar, Lord of Chaos (ooh, aren't they all, dear?), and he destroyed the hope of the nation. The Empire mourned until one day a Prince blokie appeared with a star on his forehead. The star was the same that the ancient kings of legend had worn and this Prince was Rogar the Barbarian (or 'Roj' for short). Roj was joined by many other brave and good (ie stupid) warriors, and together they laid waste to Morc's evil hordes. But after the battle Morc escaped, and even as we speak licks his wounds and seeks revenge. The Empire now needs new heroes because the darkness is about to return.

"Sir Ragnar, one of the Emperor's most powerful Knights, has been kidnapped. He is being held prisoner by Ulag, the Orc warlord. You are to find Sir Ragnar and bring him back to safety. Prince Magnus will pay 200 gold coins to the character who rescues Sir Ragnar, but no reward will be paid if Sir Ragnar is kiled whilst escaping." (Fair deal really.)

And then it's off! There are 4 characters for you and your mates to choose from – the Barbarian, who's a great warrior (but a bit of a no-hoper when it comes to defending himself against magic), the Wizard (who's good on the magic but crap at the battle bit), the Dwarf (who's pretty handy at getting rid of traps), and the Elf, who's a bit of a star in both the battle *and* the magic departments. Actually, there's a fifth character as well, who's probably the most important of all, but he's changed a bit (which rather begs the question...)

THE CHATTY BIT

Hero Quest has been programmed by a bunch of chappies called **221b** (as in 221b Baker Street where Sherlock Holmes lived, fact fans). And jolly nice they are too! First I spoke to **Nicholas Kimberley**, the game's programmer, and asked him what the last thing they did for the Speccy was...

I can't remember actually. Er... oh yes, Space Harrier II. *Yeah, we were quite pleased with it.*

(It scored a rather respectable 85° so it can't have been bad!) And what about this *Hero Quest* thing then – who were the other guys involved?

Ah, well there's **Jason 'Spock' Wilson** *who did the graphics, and* **Kev 'MC Slack' Batesman**, *he was the music maestro.*

Super. Tell us a bit about the game.

Erm...

(Oh dear, he's going to need encouraging, isn't he?)

Has it been an easy transfer?

Oh, yeeah (sarcastically). No, it hasn't, it's been the most blimming difficult thing I've ever done. It's taken about 4 months and the graphics still aren't finished. I started by drawing up the rooms, and that was the easiest bit. The hardest bit was fitting it all onto the Speccy – the boardgame's so big! I had some really nice little pictures of the characters but I had to get rid of them unfortunately, there simply wasn't enough memory. The 48K version still needs cutting down a bit as well – it won't have any music and we'll only be able to squeeze the most essential furniture in.

Oh well, not to worry, eh? Was there anything else that gave you grief?

Let me think... oh yeah, the boardgame was a bit vague, left a lot to the imagination. I had to tighten that up a bit, so it's far more 'straight' and literal now (if you see what I mean).

Sort of. Are you happy with it?

Reasonably.

(I don't know, some people, eh?)

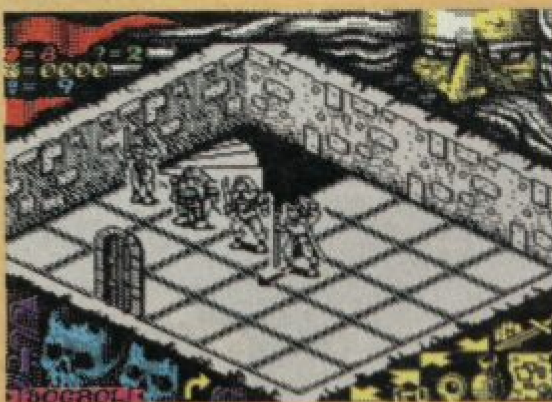
The heroes (from right) – Jason, Nick and Dave (who runs the whole shop).

Wossit all about then?

Well, anyone who's ever played *Dungeons And Dragons* will know exactly what we're in for here. It's basically just the same kind of 'become a character and fight through a different story that makes itself up every time you play' sort of scenario, except the original wasn't aimed at quite the same mature audience. *(You mean hippies? Ed)* This one was made much more with a younger player in mind (so thick-o prats like us were glued to it right from the very beginning!).

As I mentioned, the plot's pretty simple – complete the quests, become a hero and save the Empire. Ya-hoo! You do all this in the dungeons of a castle, travelling from room to room and having to cope with all the spooky things you find in them! The original board had one basic layout of rooms and passageways, and every time you played a different game the contents of these rooms (monsters, traps etc) would change. Of course, that'd be a bit big to fit onto a Speccy screen so now you only get to see a single room at a time.

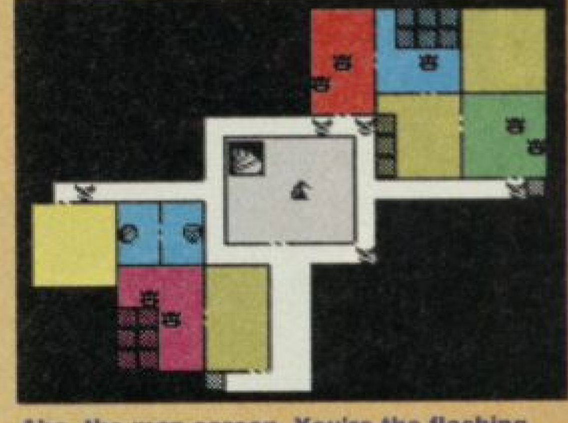
Actually, hang on a sec! I haven't even explained what these blimming quests are yet, have I?! Basically you've got 14 'big' rooms which are sub-divided into lots of smaller ones. Each of these big rooms has its own quest. There are 14 quests to get through (because there are 14 rooms!) and they've all got spooky titles like *Lair Of The Orc Warlord* and *Barrow Of The Witch Lord* (eek!). Here's a taster – it's called *The Rescue Of Sir Ragnar* and it goes like this...



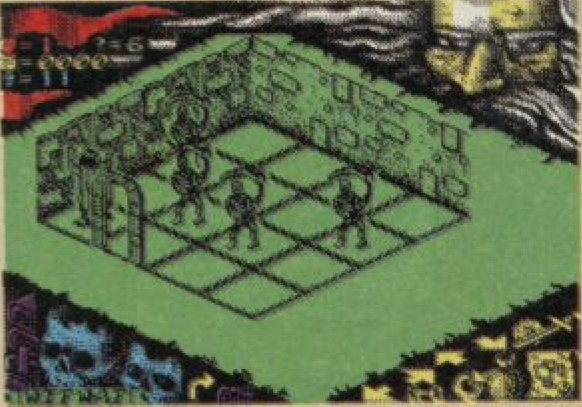
It's *The Rescue Of Sir Ragnar* – 200 gold coins if you succeed!

How does the Speccy version differ from the boardgame?

Quite a lot! (But only in the way things are set out really.) For instance, take this fifth character chappie – he's called Morcar and he's the evil wizard who you're up against. Basically he's the one who chooses which quests you play, controls all the horrible monsters, puts all the spooky things in the rooms, all that kind of stuff.



Aha, the map screen. You're the flashing wizard's hat and Sir Ragnar is looking suspiciously like a zero.



These skeletons aren't quite finished yet, but they still look quite scary!

QUEST

There's no conventional method of scoring. Instead you have mind, body and money points. This bit tells you how you're getting along.

This pile of rubble will grow one day to be a table (someone tell Arthur C Clarke!).

The eye - this is your search option (it may look like a shield but I can assure you it's an eye).

The sword - if you want a different weapon, this is your man.

Depending on which direction you want to travel, click on one of these arrows.

The key - use this to open doors. *(I'd never have guessed. Ed)*

The bottle - take one spoonful 3 times a day. (Click here when you want to cast a spell.)

The map - click here for an overall view.

But instead of being controlled by a fifth player (like he was in the board version) his role has now been taken over by the Speccy! Placing traps, working out how many squares you're allowed to move, all that malarkey now all happens 'automatically' on the screen. (Makes sense really. It just comes down the basic difference between how a board game operates and how a computer game does.)

Actually, by doing this, Gremlin have even slightly improved on the original. Because the computer plays Morcar, the rooms are already set up and you don't have to wait for your friend to put all the pieces of furniture and monsters in – this certainly speeds things up a bit. Another good thing is that now you only get to see the room or bit of passage you're actually in (like I explained before) – in the boardgame you could obviously see the whole of the board but you had to pretend that you couldn't, and sort of quint a bit, or kiip one eye shut. (It was all a bit tricky!)

But what about spells and spooky things like that then?

Right, each of the players have the same quests to complete, and each quest (or 'Big Room') forms a level. After choosing your character it's time to pick and choose a few spells (but only if you're the Elf or the Wizard – remember, they're the only ones who can use magic). These are split into earth, fire, water and air spells and include spooky things like genie, fire of wrath and veil of mist.

Then it's straight onto the quests. Once you've completed your first one you'll probably have picked up some money, so then you can buy some weapons and trundle off to your second quest. Simple, eh?

Characters also have to search for things like treasure, traps and secret doors. Search for treasure and you could get some money – or perhaps a ferocious monster! Eek! There are a variety of traps – the pit trap, which you can jump across, the falling block trap, and then there's the spear trap which involves a few sharp pointy things. *(They wouldn't be spears would they, Linda? Ed)*

And there you have it (more or less). *Hero*'s certainly shaping up to be as funky as its original, and should be out around Easter time. We can't wait! (Hurrah!)



Choose your weapons!



THOSE HORRIBLE MONSTERS IN FULL

Zombies
Slow, awkward and smelly bits of decaying flesh and muscle.

Mummies
Hard to overcome in single handed combat

Skeletons
Slow but relentless, they form the Army of the Undead. (apparently).

Fimir
Dangerous one-eyed lizard thingies (spook!).

Chaos Warriors
Men who have become monsters (very fearsome).

Gargoyles
Animated statues, foul and very hard to get rid of.

Orcs
Savage and vicious.

Goblins
Small, cruel and dangerous to know.

FAX BOX

GAME	*Hero Quest*
PUBLISHER	Gremlin
PROGRAMMERS	Nick Kimberley, Jason Wilson (graphics), Kev Batesman (music)
PRICE	To be announced
RELEASE DATE	Easter

ESWAT

US Gold/£10.99 cass/£15.99 disk

James If ever law and order breaks down, do NOT join the police force. It's something I'd never do. Instead, I'd go off down the shops, choose a really expensive hi-fi, then nick it. Then I'd go into a pizza shop, ask for three really big pizzas, eat them and run out without paying. Then I'd get some really flash clothes, a new pair of baseball boots and a video recorder. And you know what? I wouldn't pay for any of it! Ha! And who'd stop me?

Oh, didn't I mention it? Well, yes, it's a horizontal scroller. And take a look at the way all the figures are drawn. Spooky, eh? (Come in, Mr Pinhead, are you reading me!)

Well, an ESWAT team might. You'd have to be 'perping' in a dump-hamlet called Cyber City and playing the new US Gold shoot-'em-up, but odds on they'd probably trash you. (Actually, the game's so relatively straightforward they just about trash everybody, but more of that later.)

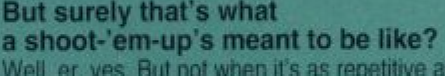
Gosh, I can't wait to get that shiny metal uniform on! (Better kill some baddies quick!)

Heavy Metal Mutha!

As the game kicks off you're just a normal bobby. Your ambition is to be accepted into the crap, er, crack ESWAT cop team (a sort of street-level paramilitary set-up) and then work your way up through the ranks. And, lordy-lor, are these boys into their power-dressing! If you manage to get through the first three levels (and thus into the team) then on goes a full metal jacket uniform thingie (with matching trousers) and they strap a mean-mutha lethal weapon onto the end of your arm (a 'handgun' no less, hem hem). Sounds a bit '*Robocopic*' to you? Spook! Me too. And the weird thing is the similarities don't even stop there, because next you're sent back onto the streets to...

Shoot more people! (Hurrah!)

And that's *ESWAT*'s biggest problem really – it's just blam-blam-blam at everyone you see. The first lawbreaking bods you meet are just kids on skateboards. Never mind. Shoot them dead. Then shoot anyone looking out of their windows to see what the noise was about. Then shoot anybody who comes out of their house to ask what you meant by blasting their entire family. (And so on.)



But surely that's what a shoot-'em-up's meant to be like?

Well, er, yes. But not when it's as repetitive and straightforward to master as this. Okay, so there's a few new 'twists' (you've only got a restricted amount of bullets and you can fire backwards and up and down) but in the variety stakes it's a bit of a no-hoper. End-of-level baddies throw bin liners and croissants at you (and molest girlie hostages who are thoroughly ungrateful when you save them). The hardware gets nicer as you move up (as I mentioned). You even get a warehouse or two with lots of boxes everywhere to jump up and down on (probably all the stuff people have nicked from Dixons!). But there's nothing here that really bites your botty and refuses to let go.

To be fair, it's a problem that shoot-'em-ups in general have (so *ESWAT* isn't really alone). If a game's just about shooting people then you've got to get the difficulty level spot on or the player's going to get very bored very quickly. (Failing the quality of something like *Op Wolf*, a good way of reducing the risk is to put a puzzle element in, like in *Total Recall*.)

ESWAT is certainly a competent arcade conversion (the mono graphics are blocky and clear), and it's by no means dire, but at the end of the day, well, you might have moved onto funkier things.



The nightclub's called Romeo – but there's no love lost on the streets of Cyber City!



JOINING THE CYBERPOLICE

To enforce the law in an anarchic society takes a special kind of dude. It's no good joining the Cyberpolice if you aren't the right type. You should ideally have a name like Tron or Mandraxx. (Colin and Peter don't sound quite as good.)

You need to be unshaven and sweaty all the time. If you're neat and tidy the crims will just laugh. You need shades. Very dark ones. You need an attitude. This is the most important thing. You must think things like "let's get onto the streets and blow the scum-filth away". Not things like "let's get out there and persuade people to take their litter home with them".

Have you got what it takes? *(Er, no, actually. Ed)*

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
64°	71°	68°

DIAGNOSIS

So-so shoot-'em-up. A bit too easy and repetitive for its own good.

INSTANT APPEAL 71°

80 60 40 20

68°



■ Two modems for 48K Spectrum for sale, one still in original box, both in excellent condition. **Phone 0707 51801 or write to 5 Tempest Avenue, Potters Bar, Herts EN6 5JU.**

■ Two Spectrums, with tape decks, games, magazines, hardware, joysticks etc. Worth over £400. Bargain at just £150, or £80 each. May split. Hurry! **Phone Duncan on Farnborough, Hampshire. (0252) 547911.**

■ Spectrum +3 with 2 joysticks plus 41 games on disk including *Street Fighters, Batman, Untouchables, Double Dragon II*, plus over 25 games on tape including *Chase HQ*. £175. **0474 350152 (Gravesend).**

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■ Spectrum +2A for sale, excellent condition, only 6 months old with great games such as *Batman, Robocop*, and *Operation Wolf*. Only £100. **Phone Dyerlan on 081 205 1543 after 5pm.**

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■ Spectrum +3 over £100 worth of software including *Robocop, Batman* and others. Joystick good condition, £150. **Phone 0992 445292 offers accepted.**

■ For sale, Spectrum +2 good condition, with £250 worth of games, all original full price, all for only £150 ono. **Tel 081 570 9690.**

■ For sale Spectrum + (minor keyboard fault) complete with 3 joysticks, cassette recorder and over 100 games – sell for £90 ono. **Write to Roger Mody, 54 Ashdale Crescent, Droylsden, Manchester M35 EWP.**

■ Printer for sale, DMP2000 Amstrad, approx 18 months old, vgc. Manual included £120 ono. **Telephone 081 593 1657 anytime.**

■ Spectrum hardware, utilities and game tapes for sale. Cheap prices! **Write to Adam Murcoch, 88 Woodland Road, Woodchurch, Burkenhead, Merseyside or tel 051 678 7501 for list. SAE appreciated.**

■ For sale – ZX Spectrum 48K in full working order. With all leads, all you need is a telly and a tape recorder! £40 ono. **Phone Chester 660191 ask for Edward.**

■ Spectrum 128K+ for sale, still boxed, good as new, manual + leads, joystick and many magazines. £415 worth of software, mainly originals including *Shadow Warriors, Rainbow Islands, Robocop, Chase HQ, Untouchables*, plus many more. A bargain at £150. **Contact Chris on 0788 572040 after 5pm.**

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■ Sam Coupé computer for sale with tape recorder, excellent condition, still boxed. Genuine reason for sale, lots of games like *Strider*. Worth £200. **Sell for £140. Ring now on 0278 427855.**

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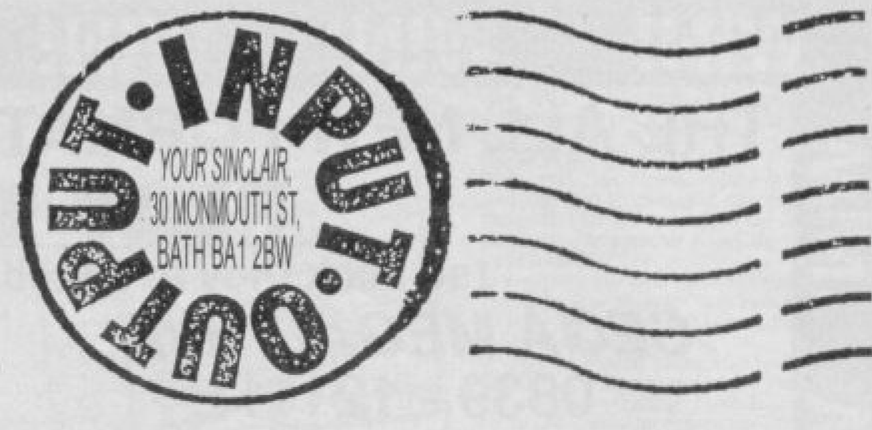
■ Get Multiface 128 free when you buy my 48K+ Spectrum, Interface one, Microdrive, cartridges, ZX printer, joystick, cassette player, books, manuals, leads and over 200 titles. £150 ono. **Tel 0480 216280.**

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Blimey! We never knew we could fit so many reader ads into 2 and a half pages! (Feast on these, ye barg hunters of little faith!)

■ Spectrum books, £2 each. **Tel Andrew Mere 081 651 2529 (postage 50p per book) for details.**

■ 48K+ Spectrum, Panasonic tape recorder, Quickshot joystick + interface, lots of mags and games including *Batman, The Untouchables* and *Cabal*. A bargain at £110 ono. **Phone 0625 879778.**

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■ +3 Spectrum boxed, new condition + Cheetah joystick, cassette lead, £350 worth of disk and cassette software. All *YS* old mags, quick sell. Price of £150. **Tel 0777 817921.**

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■ Spectrum +3 £100 worth of games. Titles include, *Chase HQ II, Pang and Lotus, Turbo Challenge*, also includes Light Gun, and games. **Phone 0952 501551 if wanted. Cost £150 for the lot.**

■ Spectrum +3, manual, box, joystick, cassette lead, disk and tape games incl *NZ Story, Dragon Ninja* and *Stallone Cobra*, £145 ono. **Phone Shaffique 081 991 1413 after 5pm.**

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YS 63

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■ Bargain. I will swop *Winter Games, 720°, Jack The Nipper 2, Barbarian, Skateboard Construction Kit* for *X-Out*. **Phone Redditch (0527) 28041.**

■ 100 48/128 games for swop or sale. Games new and old – we have *Batman, Robocop, Turtles* etc. We would like *Rampage, Chase HQ II, Robocop II* etc. **For info ring Dean anytime, (0703) 843279.**

■ *Leaderboard, UCM, Action Force* and *Super Sprint*. I'll swop all these for either *Teenage Mutant Hero Turtles, Chase HQ 2* or *Monty Python's Flying Circus*. **Write and send sae. 36 Hillcrest Drive, Southdown, Bath, BA2 1HE.**

■ Anyone out there got *Black Tiger* for the Spectrum +2? I will swop *Robocop, Space Harrier* or *Turbo OutRun* for it. **Phone (0479) 3116 and ask for David.**

■ *Your Sinclair* issues 1-50 and *Your Spectrum* issues 11-21. Any cash offers? Will split. Also *Gunship* +3 disk for sale. **Ring Craig 091-415 0203 after 6pm.**

■ Software for sale (for Spectrum). Also Atari 2600 VCS cartridges – all originals and in excellent condition. **For a list send an sae to Paul Dennis, 40 Cornhill Estate, Alnwick, Northumberland NE66 1RY.**

■ Bargain. I will swop *Paper Boy, Spy Vs Spy 2* and *3, Skating USA, Curse of Sherwood, Count Duckula* for *Escape from the Planet of Robot Monsters*. **Phone Redditch (0527) 28041.**

■ Swop my *Flintstones, Count Duckula or Yie Ar Kung Fu* for your *Soccer Seven*. **Telephone 091-388 8141.**

■ For sale – squillions of games including *Op. Wolf, Soccer Spectacular Compilation, Untouchables*. Send an sae or phone 061-491 2502 after 5pm. Also wanted – *Matchday, Rainbow Islands* and *Robocop*. **Tel 061-491 2502.**

■ Game player wanted to test new game. Payment offered. 12 Mile radius of Preston, Lancs. **Phone (0772) 744922.**

■ I'll swop my *Op Thunder, Klax* or *Dynamite Dux* for your *Silkworm* or *Crack Down* or I'll pay £7 for each. Interested? **Well write to Mar Orlygsson, Aros, 15-580 Siglufjordur, Iceland.**

■ For sale – Speccy games, prices from 50p. Also HM/Pop L.Ps/cassettes/7"s etc at cheap prices. **SAE for list David Clark, 17 Sheshader Poin, Isle of Lewis, Scotland, PA86 0EW.**

■ I will swap my *Italy 1990, Untouchables, Ghostbusters 2, Batman (Caped), Robocop* for *Monty Python, State Wars, Escape from the Planet of Robot Monsters, Golden Axe*. 1 for 1. **Phone (0695) 575954, ask for Mark.**

■ For sale. *Rainbow Islands* and *We are the Champions* for £6 or exchange for *Moonwalker*. **Telephone 091-482 5027 Mon-Fri after 4pm, or write to 40 Beaconsfield Road, Low Fell, Gateshead NE9 5EU.**

■ Swop *Ninja Spirit* for *Strider* and *The Untouchables* or *Driller* for the same. **Phone (0905) 28762.**

■ I want to swap *Untouchables* for *Run the Gauntlet* only +3. **Write to Alan Jones, 22 Greenfield Road, Gwyn y arnant, Ammanford, Dyfed, Wales, or telephone (0269) 826321.**

■ For £25 you could have 16 games including *Run the Gauntlet, Cabal, Football Manager II, Gazza's Super Soccer, Enduro Racer, Supersports* and more. **Phone Brian on (0734) 411979.**

■ Spectrum 48K budget and some full price games for sale. Mostly old. Send an sae and 10p for details. Also Sam Coupé contacts wanted, any sex, any age. **Write to Kevin Cooper, 157 Newtown Road, Carlisle, Cumbria. CA27LL.**

■ Is there anybody out there who wants *OutRun* or *Gazza's Super Soccer*? If there is **phone (0225) 316682.** *OutRun* £5. *Gazza's Super Soccer* £7 ono.

■ Swop my *WEC Le Mans* for your *Fighter Bomber*, originals only. **Write to Daniel Gregory, Craignish Estate, Ardfern, Argyll, Scotland, PA31 8QN.**

■ Adventure and flight sim games for sale, including *Golden Apple* and *Fighter Pilot*. All originals below £3.50. **For list send sae to Claire Tennet, 17 Wimslow Close, Redesdale Park, Wallsend, Tyne and Wear NE28 8TB.**

■ Over 1,000 games to swap. Send your list for mine. All letters will be answered. **Write to Philippe Guilloux, Rue de la Station 127, B.7390, Quaregnon, Belgium.**

■ *MicroProse Project Stealth Fighter*, +3 disk game £7. **Telephone (0745) 591432.**

■ Swop or sell 128K +2 games. **Send sae to JP Wood, 2 Badgers Mt, Orsett Heath, Essex, RM16 3JB. (0375) 372298.**

■ Will swop *Op Thunderbolt* for *Robocop*. **Contact R Swarbrick, 6 Rhodes Crescent, Kirk House, Rochdale, Lancs, OL11 2HP.**

■ Wanted *NZ Story, World Cup '90, R-Type* and *Ghouls 'n' Ghosts*. Will swop for *Op. Thunderbolt, Shinobi* or *Deviants with Biggles*. I will swop one for one. Originals only. **G Edwards, Braeside, Kennel Lane, Windlesharn, Surry, GU20 6AA. Tel Bagshot 79230.**

■ Help! I need to swop *Predator, Nightmare Rally, Judge Dredd* and *Top Gun* for any +3 disk games. **Contact Matt Wildash, 32 Swafield Rise, North Walsham, Norfolk, NR28 0DG. (PS above games are on cassette.)**

■ *Laser Genius, Top Assembler* for Speccy. £6 + post. **Call (03985) 438 or write to 2 Town Mead, Oakford, Devon, EX16 9EW.**

■ Urgently looking for Speccy demos (no game demos). If you want to swop then **write to PLK 0498236, 7858 Weil, Germany.**

■ Wanted – *Shadows of Mordor*. Swop for any 3 from *Killed Until Dead, Armageddon Man, Hunt for Red October, Zoid's, Slaine*, originals only. **Vince Corney, 1 St Helier Ave, Morden, Surrey.**

■ Selling Spectrum +2 128/48K tapes *PsiChess, Academy TT Racer, Strike Force Harrier, The Great Escape, The Price of Magik*, £2.99 each game. **Write to GJ Llewellyn, 116 Heol West Plas, Coity, Bridgend, Mid Glam.**

■ Spectrum games for sale, £350 worth incl *Black Tiger, Vendetta, Ninja Warriors, Operation Thunderbolt etc.* Sell for £100. **Tel 081-524 2315.**

■ Swop my *Feud, Back to the Future, Scumball, Pro-Golf II, Jackie* and *Wide* (all budgets) for your *NeverEnding Story, Robocop, Treasure Island, Dizzy* or any others. **Ring Lee (0628) 25846.**

■ For sale, brand new Multiface 3, never used. Also mega loads of games, including *Robocop, Vigilante, Rambo 3*. **Contact Keith Fletcher, 146 Strabane Road, Castlederg, Co Tyrone, N Ireland.**

■ Hundreds of Speccy games for sale at amazing prices, like £1 for £9.99 games. For list **send sae to Andrew Weir, 146 Chesterholm, Carlisle, Cumbria, CA2 7XH.**

■ Wanted, *Turrican*, will swop for *Ninja Turtles* or *Castle Master*. **Phone (0822) 261404 and ask for Steven after 7.30pm.**

■ Wanted: *APB, Last Ninja II* and *Conact Sam Cruise*. Will swop for *Strider, Black Tiger, Flintstones*. **Phone me on 5566130 or write to Andrew Thickett, 11 The Crescent, Wood Green, Wednesbury.**

■ Wanted – games for 48K Spectrum, all types, also wanted *PSI Chess* program. Please help, contact **Joseph Morrison at 45 Parkridge Road, Parkridge, East London, 5201, South Africa.**

■ Wanted, any software for F3 Spectrum for under £10. Also issues of *Your Sinclair* 1, 7, 10, 11, 12 in good condition. Write to **Matthew Ridsdale, 87 Wickersby Road, Rotherham, South Yorkshire, S60 3PU.**



■ Wanted, *Sim City, Black Tiger, Rainbow Islands* and *Man. United* . Will swop for *Turbo OutRun, Op. Thunderbolt, Batman, Untouchables* and many more. **Ring 021-745 3021 and ask for Paul.**

■ Wanted, *Super Wonder Boy, Emlyn Hughes Arcade Quiz* or *Sim City*. Will swop for *International 3D Tennis, Vendetta* and *Football Manager Two*. **Phone (0536) 69636 and ask for James.**

■ Wanted – *Double Dragon*. I will swop for *Total Eclipse 1 & 2*. **Phone 3772645 code 091. Any time for Spec +2 and ask for Robert.**

■ Wanted, *World Class Leaderboard*, swop for any two from *Armageddon Man, Dan Dare, Nemesis, The Warlock, Slain, Impossamole*. Originals only. **Vince Corney, 1 St. Helier Ave, Morden, Surrey, SM4 6HY.**

■ Wanted, an Amiga with leads, etc. Swop for Spectrum (professional keyboard), 175+ originals, tape recorder, joystick and Interface. **Write now to Alan Wyllie, 37 Balnagowan Drive, Glenrothes, Fife KY6 2SJ.**

■ Wanted, a 128K, will swop over £150 worth of software. **Phone 0238 563757 for details.**

■ Wanted, a Gacpac, not GAC, but the software program that accompanies it. Any reasonable price paid. **Write to James, 41C Barras Lane, Coventry CV1 3BU.**

■ Help needed for POKEs, cheats and maps. I might have some you need, so get writing. **David Bennetts, 85 Montegue Avenue, Redruth, Cornwall TR15 7BK.**

■ Wanted, *Miner 2049 Colony* for Spec 486+, will swop for *Driller, Spitting Image, TV Special Trail Blazer* or *Kinetik*. **Write to Brad White, 10 Sanda Gardens, Kiru, Dunoon PA23 8NU.**

■ *Twice Shy*. Tape only please. Also tips or any help for *Football Director 2*. **Dave, 106 Wilmcote House, Tyseley Road, Portsmouth, Hants PO5 4ND.**

■ Wanted (in good working condition), video interface with software suitable for Spectrum +2A and +3. Will pay up to £10. **Write to A Harte, 53 Beechwood Road, Alton, Hants GU34 1RP.**

■ Wanted, printer and Interface for my 48K Speccy. Must be fairly cheap. **Phone 0538 722626 after 6pm and ask for Ian.**

■ Wanted, any games, either adventure, arcade or skill! I have titles such as *APB, Xybots, Toobin', Hard Drivin* and *Fruit Machine Sim 1&2* so get those lists off. **Ralph Hills, 88 The Pintes, Park Road, Newcastle NE4 7EU.**

■ Wanted urgently, *Nosferatu The Vampire*, by Piranha and *Vampire's Empire* by Gremlin Graphics. Originals only. **Andrew Gaskell, 25 St Ann's Valley, St Ann's, Nottingham NG3 3BU.**

■ I would like a printer for a Spectrum ZX +2, will pay up to £50. **Please phone Richard Lovell, 0793 882005.**

■ Needed urgently – one cheap printer in fine working order for under £8 (Sinclair, Timex etc). **Phone Gary on Selby 707029 Tuesday-Thursday after 6pm** .

■ Wanted – *Passing Shot, Elax* and *Tetris*, will swop for *Crazy Cars 2, Licence to Kill* , *Cauldron* and *Beach Buggy Sim*. **Write to Alan Corstairs 182 Oakbank Road, Perth, Scotland PA1 1EG.**

■ Wanted – *Alley Cat*. Will swop for *Panther* or *Prison Riot*, also wanted are male pen pals aged about 11. **Tel Peter 0702 612847 weekdays 6-9pm.** Go on give it a go

■ *Opus Discovery*. Multidrive utilities also wanted. **Please write to Richard Pike, 24 Deacon Street, Swindon, Wilts, SN1 5NA.**

■ Wanted, *Chase HQ* or *Robocop*. Will swop for *Strider* or *Black Tiger*. **Ring 061 980 5287 between 4.30 and 7pm.**

■ Help! I need *Turbo Espirit*. Will swop for *Football Manager* or *Dragon's Lair* or *Escape To Singe's Castle*. **Write to Raj, 79 Bold Street, Liverpool, Merseyside L1 4HF.** Originals only.

■ Scout Troop would like printer leads and wp package to fit Spectrum +2 for writing letters and notices. Cash scarce, donations welcome. **Don Kinmond, 13 Charles Close, Alle, Norwich Norfolk NR13 3EW**

■ Wanted, *Taito Coin-Op Hits + In Crowd*. Swop for *Top 10 collection, Last Ninja II* or *Gunship*. 1 for 1. Also wanted *Op Thunder* for *Robocop, Terramex* for *Buggy Boy*. **Phone 0851 870460.**

■ Wanted – any Oric-1 or ZX81 software. State prices or swop for Spectrum games. Write to **Simon, 6 School Lane, Butterwick, Boston, Lincs PE22 0HU.**

■ Urgently wanted – Spectrum hardware, manual + the Spectrum Shadow Rom Disassembly (published by Melbourne House). Good prices paid for reasonable condition. **Contact Edware Dearie, 464 Leeds Road, Huddersfield, West Yorkshire HD2 1YW.**

■ Wanted, *Rainbow Islands, Storm Lord* and *WEC Le Mans*. Will swop for *Footie Director II* on disk, *Moon Walker, Footballer of the Year II* or *III*. Budgets. **Phone 0423 886285 for details.**

■ Can you help? Had Spectrum stolen and software. Are there any kind people who could send me some old games for free as I cannot afford new ones. Would make me very happy. **R Cheason,25 Shannon Road, Stubbington, Hants PO14 3RS (0329) 667588.**

■ Wanted, games for Spectrum +3 disk or tape. Please send list incl price to **Berwyn Morlie, 6 Victoria Terrace, Mold, Clwyd CH7 1LL.**

■ Wanted, 128K +2 Speccy without games or specialist equipment. Only essential equipment ie computer and leads. **Phone or write To Greg, 21 Vicarage Road, St Agnes, Cornwall TR5 0TL. 0872 553354.**

■ A copy of *Robin of Sherwood* by Delta Four Software. Or address for info on where to get it. **Write to Jenny Phillips, 7 Highams, 29a Forest View Road, Walthamstow London E17 4EN.**

■ Wanted, TLL, a machine code book or Assembler and old program pitstops. Swop for *Untouchables* for TLL. Pay for book or Pitstops. **Mark Nardisty, 8 Portland Avenue, Aston, Sheffield S31 0FN.**

■ Wanted – *Complete Spectrum Rom Dissasembly*, also *Understanding Your Spectrum*. Will pay price and some software for either book. **Contact Ian Pardoe, 72 Colson Road, Loughton, Essex IG10 3RJ. Tel 081 502 2237.**

■ Wanted – Multiface Three and +3 games. **Phone 0483 276160 (eve).**

■ Due to some callous theives, I am having to start again. I have acquired a 48K. But I need a Multiface 1 or Interface 1, and a disk drive. Sorry, but it must be cheap. **Please phone Paul on 0482 45499.**

■ Wanted, Spectrum Interface one, with or without Microdrive and/or 48K micro. Good working order essential. **Tel Peter 904867 3698.**

■ Wanted urgently, *Curse of Sherwood* for Spectrum 128K. Will swop for *Myth* and *Galaxy Force*. **Ring Adrian on 0539 728385.**

■ *YS* Smash Tips desperately wanted, am willing to pay negotiable price. **Contact Toby at 28 Glamis House, Cameron Close, Brentwood, Essex CM14 5BT.**

■ Wanted – *Mario Brothers* tape. **Phone M Marriott, 0773 747191.**

■ Wanted, *Arnhem* and *Last Ninja II*. I will pay £5 for each. **Please write immediately to Fredrik Reike, Lagmans Gatan 7, 262 41 Engelholm, Sweden.**

■ Wanted *Mafia Contract*. I will pay any reasonable price. **Phone John 051 256 8956**

■ Urgently wanted – *Headcoach*. Will pay £5 for it. I**f you can help me write to Anthony Rainford, 15 Brean Road, Hillcroft Park, Stafford ST17 6PA.**

■ Wanted *Daley Thompsons Decathalon, Supertest* and *Olympic Challenge, Coursemaster* and any horse racing tipper programmes. **Write to William Mundow, 4 Castelabbey, Trim, Co.Meath, Ireland.**

■ Has anyone got *Bubble Bobble* for the Spectrum 128K. Will swop for *Double Dragon II, Chase HQ*, and *Combat School*. I will also pay for it. **Phone Matthew after 5pm 0706 67353.**

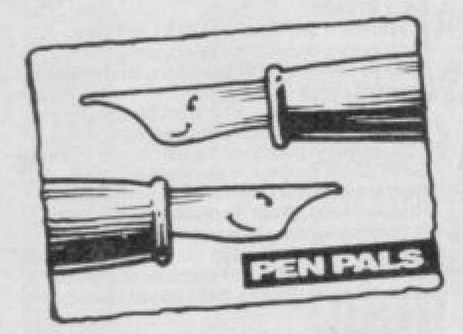
■ Desperately wanted, *Rebelstar*. Have many new and old games. **Please write to Neil Connolly, 61 Maesglas, Llandovery, Dyfed. SA20 0DN.**

■ MGT twoface wanted desperately, also *Slowmo One*. **Phone 0642 598935.**

■ Wanted, *Psytron, Eye of the Moon, Icemark Chart*. Will exchange or buy. Urgent. **M L Mitchell, 0625 525976.**

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■ I would like both male and female pen pals. My name is Afolabi Adebola, my hobbies are writing, reading, corresponding, stamp collection and music. **Please write to Afolabi Adebola. C/O Ipaya Road Postal Agency, 77 Ipaja Road, Alimoso Agege, Lagos State, Nigeria. I am aged 14 and male.**

■ Pen pals wanted, must live in UK and aged 9-12. I am 10 and like rugby and computers, pick up a pen and **write now, to me at 2 St Mary's Rise, Burry Port, Dyfed SA16 0SH.**

■ I am looking for a pen pal, male or female aged 10-13. I have got 160 games and am willing to swop them. Any nationality. Send photo if handsome. **Helen Lackenby, 22, Studley Villas, Forest Hall, Newcastle Upon Tyne NE12 4LP.**

■ Hi, I'm Craig Schofield. I would like to hear from all you Speccy users out there (females encouraged). **Write to Craig Schofiled, 23 Greenbank Drive, Lincoln, LN6 7LQ.**

■ I need a pen pal to swop games etc. **Call me now on 0271 20982 and ask for Simon.**

■ I am a 23 year old chap looking for penpals. I have over 1,500 games to swop. Send your list for mine. **Write to John Heaton, 32 Fernbank Road, Undercliffe, Bradford, West Yorkshire BD3 0PJ.**

■ +3 Speccy owner seeks pen pal 12-14 years old to swop games, tape and disk. Write to **Callum Stuart, Hawthorne Cottage, Yeaman Street, Rattray, Blairdowrie, Scotland.**

■ 13 year old male seeks male or female pen pals who are into *Twin Peaks* and US comedies. Oh, and don't tell me who killed Laura Palmer. All letters answered. **Write to Michael Basil, 23 Raleigh Park, S. Molton, North Devon EX36 4DN.**

■ Hi, Speccy fans, my name is Wayne, I have over 500 games to swop, tips etc. Boys or girls aged 14-15 years old. **Wayne Julian, 28 Ruskin Crescent, Thornley, Co. Durham.**

■ 12 year old boy looking for a male or female pen friend aged 10-13, send photo if possible. **David Pollard, 5 Chandos House, Orchard Lane, Holyrood, Southampton SO1 1BE.**

■ Yo! Are you 13-15? Yeah? Well listen up! I am looking for male or female pen pals who are into rap and hip-hop and own a Speccy. Write to **J Waddington, 11 Finsbury Drive, Wrose, Bradford, W Yorks BD2 1QA.**

■ Is there anyone in the UK, male or female, 12 years old and into role playing, *YS* and computers who are looking for a pen pal? **Write to Richard Elliot, 9 Carogie Road, Carnoustie DD7 6B2.**

■ 21 year old +2 owner seeks pen pals from UK or abroad. Swop tips, games etc. **Write now to Matthew Macariou, 4 Winster Grove, Buxton, Derbyshire SK17 7RP.**

■ Wanted, pen pals to swop games especially interested in adventure games and advent arcade. **Write to Paul Lewis, 26 Bridlington Street, Hunmanby, Filey North Yorks YO14 0JR.**

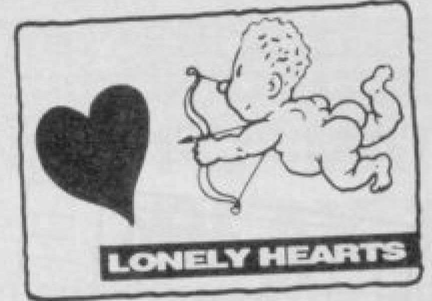
■ Any age, any sex, anywhere! **Write to Cheryl Bandorski, 56 Histon road, Cottenham, Cambs CB4 4YD.**

■ Hi, I am Paul, I'm looking for a pen pal who is interested in either adventure games or programming in machine code. I am 14 and just learning to program in Machine Code. **Paul Doggett, 13 Ives Road, Norwich, Norfolk NR6 6OY. 0603 415823.**

■ Italian young man interested in computers and "Paper Travels" seeks pen pals from Arabian countries, possibly Medditerranean area, to exchange information about way of life and culture. Replies guaranteed. **Vittorio Barabino, Via Cairoli 6, Grosseto, Italy 58100.**

■ Hi, gals, a 12 year old male would like pen pals, 11-13 years old. **Write to Ricky Gall, 37 Hatton Farm Gardens, Hatton, nr Peterhead, Aberdeenshire, Scotland AB42 7QL.**

■ I'd like to write and swop games with a male Speccy owner aged around 11. I have got a +2 and all the latest games. Send your list + photo if poss to **Jame Hine, 138 Wilmot Road, Dartford, Kent. DA1 3BE. Phone 228054.**



■ Lonely 18 year old (very crazy) seeks attractive 17-19 year old female. I enjoy parties and dance music and love good company. Interested! **Please send photo to Robert Parfitt, 22 Fernhill Road, Olton, Solihull, West Midlands, BA2 7RT.**

■ Nearly 16 year old boy wants to hear from girls of same age. Hobbies include atheletics and listening to music. Enclose photo. All letters answered. **Simon, 2 Howard Place, Dunstable, Beds LU5 4AA.**

■ Sexy female 17, looking for hunks 13+ hobbies are going out, having fun and boys! Good time guaranteed. **Send photo if poss to Sarah Burns, 4 Hundrey Lane, Hambridge nr Isle Brewers Somerset TA10 0BB.**

■ Two sexy 17 year old males need loving attention from 2 16+ females. Please enclose photo with letters. Reply guaranteed. Please contact **David, 27 Snowdon Ct, CroesyCeiliog, Cwmbran, Gwen NP44 2JA.**

■ Hi! I am 16 years of age, male, looking for a female 15+ in the Portsmouth area for guaranteed fun. Please send photo if poss. All letters answered. **Carl Hawkings, 13 Manners Road, S/Sea Portsmouth Hamps PO4 0BA.**

■ Look!! 14 year old male seeks female aged 13-15 as a penpal. **Please write to Lee Williams, 31 The Gardens, Kerry, Newtown, Powys SY16 4NX**

■ Two mature, sexy 16 year old girls looking for sexy mature males of 16 and over please send photo. **Dawn and Beccy, 70 King Street, Southsea, Portsmouth, Hants PO5 4EH.**



■ Its here! The new magazine on tape/disk for the SAM. It's got previews, reviews and later...flash screens! Just send a disk/tape and 30p to **Stuart White, 69 Anchaster Crescent, New Malden Surrey.**

■ Spectrum + looking for a decent mag, then buy this. Pages of tips, solutions, reviews, hacks, compos and loads more thrown in. Out every 3 weeks. Send £2 and SAE to **Spectrum+, 25 Rowacres, Whitchurch, Bristol BS14 0AP.**

■ Tasword mag! Reviews, previews, programming loads + need any Tasword to operate! Only £1.30 + cassette: **TM, 19 Coral Close, Tuffley, Gloucester GL4 0RG.**

■ Ever wanted to write for a fanzine? If so send a sample article/review for inclusion in a new Spectrum fanzine concentrating on Adventure games. **Jon Whittle, 1 Benbow Close, St Annes, Lancs.**

■ Hi! I'm Mike, I need ideas for my new mag, out soon. Ads gladly accepted. Even though they may not be printed. **Send to M Trim, 36 Hillcrest Drive, Bath. Look out for issue 1!**



■ SAM Coupé games on release by Megasoft. Many games already finished, lots on standby. For more details **write to Megasoft, 330 Nantwich Road, Crewe, Cheshire CW2 6PA. Replies as soon as possible.**

■ *Engeladus* – SAM Coupé disk magazine packed with screens, utilities etc. Includes Mandelbrot program with zoom-in facility! Send £4.99 plus disk to **G Burenshaw, 6 Rawlins Avenue, Weston-Super-Mare BS22 0FN.**

■ PBM game of *Conquest*, 14 players strive to gain control of an old empire, can you be that player? Free start-up with turns thereafter costing £1 with no hidden charges. **Andrew Buttery, 38 Widmore Gardens, Worle, Weston-Super-Mare, Avon BS22 9AQ.**

YOUR SINCLAIR
BACK ISSUES

ARE THERE BLACK HOLES IN YOUR *YS* COLLECTION? DO YOU SUFFER FROM A CRIPPLING DEARTH OF SPECCY KNOWLEDGE? THEN YOU NEED FAST RELIEF – AND THERE'S NO BETTER MEDICINE THAN A *YS* BACK ISSUE! JUST FILL OUT THE FORM ON THE OPPOSITE PAGE, BUNG IT IN AN ENVELOPE (WITH SOME MONEY) AND SEND IT OFF. IT'S BETTER THAN BUPA (AND A JOLLY SIGHT LESS EXPENSIVE)!

1989

37 JAN Awesome pull-out maps book, and *Movie* for FREE! **Order No YS37**

38 FEB *Alien Evolution* on the front, and a thing about the PC 200. (What's that?) **ONo YS38**

39 MARCH *Army Moves* on the FREE tape, and a 'gripping' *YS* Photo Luuurrve Story. **ONo YS39**

40 APRIL FREE! Groovy stickers and *Survivor* tape. Plus an adventure special. **ONo YS40**

41 MAY *Mantronix/Red Door* FREE! **ONo YS41**

42 JUN *Explorer* for FREE! And a Second-Hand Spectrum Buyers Guide. **ONo YS42**

43 JULY *Zolyx/Gordello* FREE! **ONo YS43**

44 AUG *Batman The Movie* cover, film-fans, and *Skateboard Construction Kit* for FREE! **ONo YS44**

45 SEPT *Dream Warrior* on tape. And is this Magnum Light Phaser any good? **ONo YS45**

46 OCT *Vatman* – it's brill and it's FREE! Plus a joystick update. **ONo YS46**

47 NOV *Flashpoint* and *Power Drift* demo on the fab Smash Tape. **ONo YS47**

48 DEC *Wonderboy, Thing!, Riding The Rapids* and *Heroes Of Karn* packing out two FREE tapes! (Price: £2.50 UK/£3.10 Overseas) **ONo YS48**

1990

49 JAN *N.O.M.A.D.* & *Bulbo* on the tape. Plus another fab *YS* Photo Luuurrve Story. **ONo 49**

50 FEB Fiftieth birthday ish. And there's *Kat Trap* and *A Nightmare On Robinson Street* on't FREE tape! **ONo 50**

51 MARCH *Falcon Patrol 2* and *A Harvesting Moon* – they're fab 'n' FREE! Plus a stonkin' SAM Coupé review. **ONo 51**

52 APRIL FREE *Dizzy* & *Lords Of Chaos* demo! (And probably a little bit more.) **ONo YS52**

53 MAY *Samurai* and a *Scramble Spirits* demo on the tape. Caramba! **ONo YS53**

54 JUNE *Ballbreaker II* and a *Pipe Mania* demo for FREE! Plus the start of *How 2 Hack!* **ONo YS54**

55 JULY Bumper giveaway ish! FREE *Tipshop Tiptionary* booklet, heaped full of hints! PLUS! FREE *Fernandez Must Die* and *YS Capers* games! PLUS!! A fab *Sim City* Megapreview! **ONo YS55**

56 AUG There's *Rebelstar II* and a *Back To The Future II* demo on the free (free! FREE!) tape. Plus *The Complete YS Guide to Shoot-'Em-Ups* and the very first Crap Game Corner – oh no! **ONo YS56**

57 SEPT FREE tape with *Chaos* and *Zythum*! PLUS! *The Complete YS Guide To Puzzle Games* and *Shadow Warriors* Megagamed! **ONo YS57**

58 OCT Our very first FREE Four Pack with *Rebel, Feud, Tau Ceti* and a playable demo of *Ironman*! Plus another *Tipshop Tiptionary* booklet and *Monty Python* and *Time Machine* Megagamed. **ONo YS58**

59 NOV In the Four Pack – four complete games!! *Piggy Tales, Pool, Rugby* and *Empire*!! Plus *Total Recall, Robocop II* and *Strider II* Megapreviewed, and *Ironman* and *Rick II* Megagamed. **ONo YS59**

60 DEC Bursting out of the Four Pack are *Sweevo's World, Krakout* and *Shockway Rider*, plus a playable demo of *Shadow Of The Beast*. Tipshop gets bigger and *Robocop II* gets Megagamed! **ONo YS60**

1991

61 JAN *Quazatron/Chubby Gristle/Hydrofool* plus two demos (*Gazza II/Red October*) on the tape!! Plus *Golden Axe/Lotus/Turtles* Megagamed! **ONo YS61**

62 FEB *Marsport/Wizard's Laird/Moonlight Madness* on the tape. PLUS! *Pang* and *F-16 Combat Pilot* Megagamed, and the Jugglers Top 5 of 1991.

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For information on *YS* back issues published before 1989 why not give us a bell on 0458 74011? We'll be happy to take your call! Oh, and remember when filling in the form on the opposite page to scribble in the order number (which basically means writing YS51 for ish 51 and so on and so forth). Simple? Well, we thought so too.



SWITCHBLADE



Gremlin/£10.99 cass/£14.99 disk



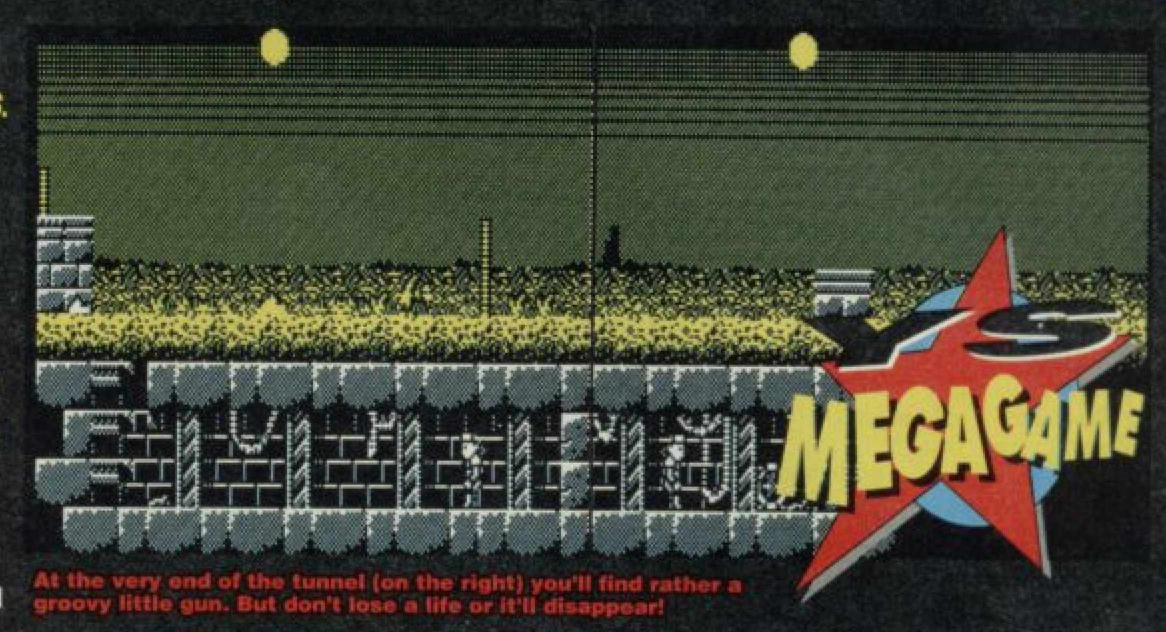
Andy We've got a bit of a soft spot for old Gremlin here at *YS*. When other people are concentrating so much on the 16-bitties it's jolly heartening indeed to see a smaller company spreading its games with equal enthusiasm over all the formats. And what games, eh, Spec-chums? Phew-ee! *Shadow Of The Beast* and *Lotus* have helped the boys raise their image no end, and there's more to come in the shape of *Toyota Celica Rally* and *Hero Quest* (see p66). Bit of a shame really that they've kept us waiting so blimming long for *Switchblade* then, isn''t it?

For those of you who were around for last year's May Megapreview (ahem indeed) you may remember (although the odds are probably against it) that this was an underground platform-and-ladders arcade adventure, a bit along the lines of *Rick Dangerous*. And spookily enough it still is! Let's have a quick reminder of the plot...



You play Hiro, a member of the Switchblade clan. Unfortunately a bloke called Havoc has just come along and smashed up your people's sacred sword, the Fireblade, scattering its 16 pieces across the Undercity. Boo-hoo. Since you're lucky enough to sport a rather spooky cyber-arm it's unanimously decided that you'd be jolly good for the job, so off you tromp 'down under', looking for the bits of the sword to stick back together again.





At the very end of the tunnel (on the right) you'll find rather a groovy little gun. But don't lose a life or it'll disappear!

From top to bottom

The game starts above ground. Once you find a way in, well, you get a bit of a shock – you land in a tiny little room surrounded by pitch-black darkness! Eek! And here's where *Switchblade* 'spins its twist' – you see, the Undercity is made up of lots (and lots) of separate rooms which you have to find your way into before they show up on the screen! (In this case you move on by climbing down a ladder – in others it's a matter of punching and kicking a hole through the wall and stuff.) It's a bit like a jigsaw really, with you staring at a wodge of black screen trying to a) work out how to get to the hidden bits, and then b) fit them together with the ones you've already got.

Oh, and talking about kicking through walls, you'll often find quite a few pick-up objects while you're at it. These range from protection against baddies to seven different weapons that you can fire out of your cyber-arm! Actually, you may as well wallop just about everything you see – boxes and steps that you bounce up and down on, anything really – they can all hide little goody objects to ease your way through the labyrinthine tunnels. And, boy, will you need them! You've only got a pitiful 5 lives to start with and this game is absolutely blimming humongous! If don't start scribbling down a map immediately you're going to get lost pretty pronto!

So what's the gen?

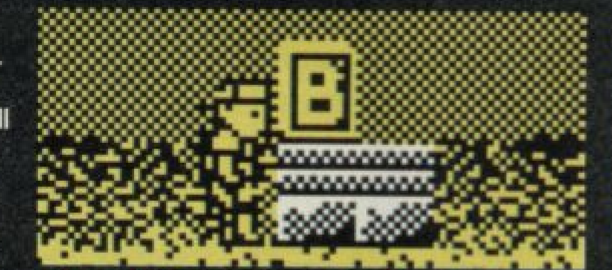


Absolutely corkeroony mega fantastic! (Basically.) It's not often you get a game as 'monster' as this – *Switchblade* has to be one of the finest examples of game design, expert programming and good old value-for-money that we've seen on the Speccy for ages. And I'm not just talking about the breadth of play (the number of rooms, and tunnels, and baddies, and weapons, etc etc). Just look at the screenshots! Okay, so it's all in mono, but then if they'd added colour it wouldn't have been half so clear (all that natty detail would've been lost and gone all fuzzy).

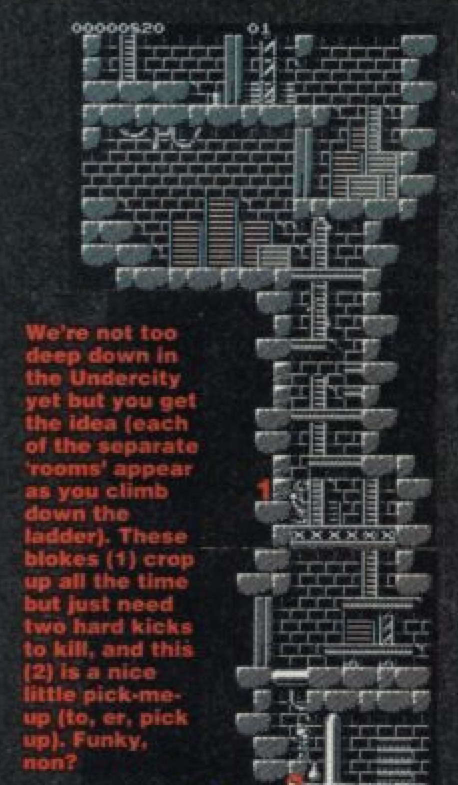
Not to say that I don't have my one small grumble though (sorry to spoil it, boys!), and that's that it can seem a bit characterless at times. For example, your little Hiro chappy is sort of half-cute but not quite cute enough – a touch of humour would have worked wonders. Plus you don't get an incredible feeling of danger (like you did in *Beast* for example).

But having said that you tend to notice this a lot more at the beginning of the game than when you've really got hooked by it (which isn't at all hard to do!). The slightly clinical feel remains, but getting to your next room and finding your next piece of sword begins to fall a little higher on your list of priorities.

Nope, there's very little doubt about it. Gremlin have triumphed again. If you're looking for a really, really big (big! Big!) game then *Switchblade* will more than happily light your candle.

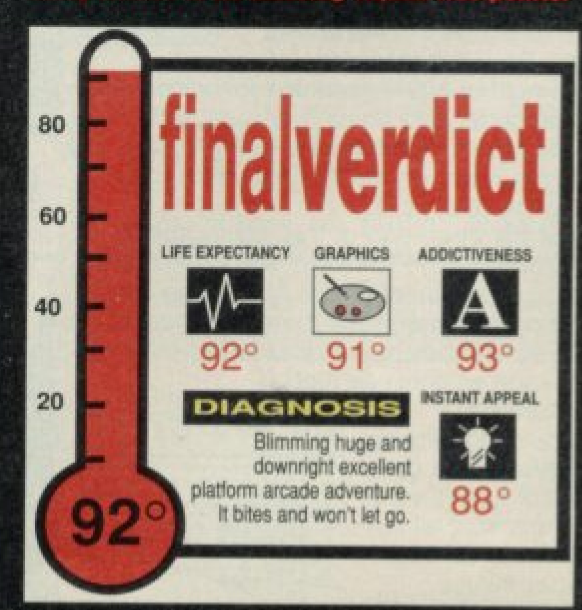


Wa-hey, it's pick-up bonus time. Collect enough of these letters and you could be the lucky winner of an amazing 10,000 free points!



We're not too deep down in the Undercity yet but you get the idea (each of the separate 'rooms' appear as you climb down the ladder). These blokes (1) crop up all the time but just need two hard kicks to kill, and this (2) is a nice little pick-me-up (to, er, pick up). Funky, non?

The shaft above runs into the tunnel below. Watch out for the spikes that shoot out of the ground (3). And when you get here (4) another passage appears – behind this caption!



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
92°	91°	93°	88°

DIAGNOSIS

Blimming huge and downright excellent platform arcade adventure. It bites and won't let go.

92°



CRAP GAME CORNER

Time once again to take your socks off and snuggle up under the duvet with RICH PELLEY (and a couple of crap games)...

THE EMBARRASSINGLY CRAP ONES

10 GREAT GAMES
By Martin Kidd
But the weird thing is, they're not great at all – they're all rubbish.

CRAP FACTOR 91°

THE MAGNIFICENT(ish) SEVEN
By Brian Youngson
And even stranger is that *The Magnificent(ish) Seven* consists of six crap games – which are even more rubbish than the last lot.

CRAP FACTOR 93°

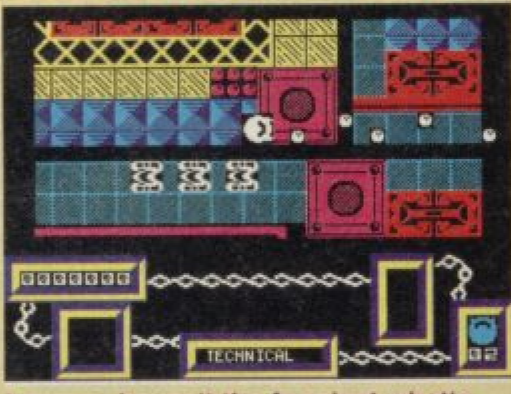
TREASURE HUNT
By Stu Barfoot
Simply move the square around to guess where the treasure is.

CRAP FACTOR 34°

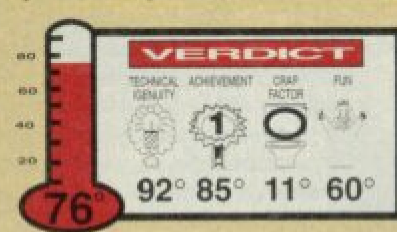
THE CHAIN
By W Heap
This one's an eight-way-scrolling shoot-'em-up, and quite an impressive one at that, with exceptionally smooth scrolling, detailed graphics and five action-packed levels. But the big problem is that it isn't exactly easy.

Actually I lied – it's blimmin' impossible. The five levels are five planets which you can visit in any order, and have to rid of baddies to get onto the next. Unfortunately though the baddies fly around completely manically in random directions, so it's all a bit too unpredictable and easy to get hit – a complete pain in the bot because you never get anywhere.

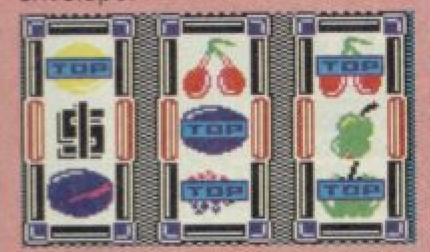
I did find it strangely addictive though, and it certainly looks splendid. In fact I was so impressed I almost wrote home to Mother *(Eh? Ed)*, but as Shakespeare once said, "What's the point of a shoot-'em-up which is so hard you can't get anywhere?"



Lumme, haven't the foggiest what's going on here (but it does look pretty!).



A COUPLE OF FRUIT MACHINE SIMULATORS
By lots of different people
Fruit machine sims seem pretty popular out there in Crapland - they've been arriving by the envelope.

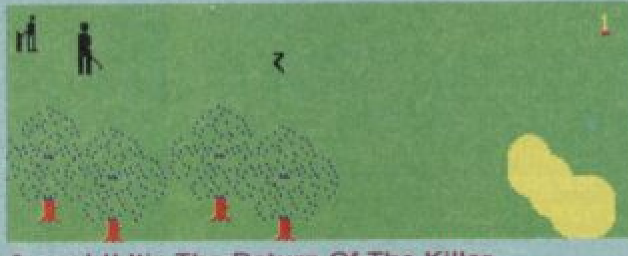


Las Vegas here we come! (Loadsamoney!!)

One of the best is **Arno Vld Hulst**'s *Top Fruit Machine* – brilliant stuff in 100% pure unadulterated machine code, with holds, bonuses and also a bonus screen which has you trying to stop the flashing light on the highest value prize, just like the real McCoy.

As for the other end of the quality scale, well, *Professional Fruit Machine Simulator* by **B Hunt** just about takes the nut. Three letters appear on the screen – if they're the same, you've won. If they're not, you haven't. It's as simple (and as crap) as that.

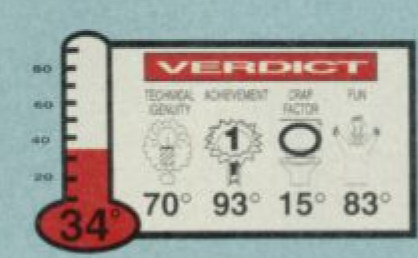
And last it's *Championship Boxing* by **J Hale**, which come to think of it isn't a fruit machine sim at all but quite a good boxing manager thingie.


Aaargh!! It's The Return Of The Killer Omelettes!

GOLF
By Darren Jones
As you probably know, most of our crap games are written entirely in BASIC, and only a very small number of these are actually any good. That very small number being one – this one. (It's quite good, you see.) You play 18 holes either with a friend or completely chum-free (as you'd expect for a golf game), and a typical 'round' would go something like this...

Firstly, you a) take a preview of the hole to see how long it is and whereabouts the bunker and trees are (you're playing across the screen rather than 'into' it, by the way), then b) choose a club from the selection screen, c) position the cursor to aim the ball (allowing for wind) and d) press Fire to hit the ball, e) unsurprisingly watching it as it goes into a bunker, whereupon f) the screen moves along so you can see where you are, g) you choose the sand wedge, h) re-position the cursor and i) press Fire, j) watch the ball go into a tree, k) etc, l) etc, m) etc.

And, strangely enough, it's all pretty playable. There are even some nice little effects like the way the caddy picks up his bag after each shot. In fact, it's one of the only crap games that I've come back to have a second go on. It's that good! (And thanks for the biscuit too, Darren!)



Girly Fan Club Corner
My personal collection of sexy girlie underwear is coming on quite nicely with the welcome addition of an attractive pair of skimpy black lacey knickers sent in from **Gill** from Sheffield. (Hi again, Gill – and I think your brother owes me £10.) Oh, and a great big sloppy wet snog under the mistletoe to **Laura Gregory** from Wolverhampton for the Chrimbo card. Ta, girlies. Right, who's next? (And I want photos from now on too.)

Fancy seeing your game on the cover?
Well, who wouldn't? That's right, Spec-chums, as of this month we're choosing one reader game per issue to put on the front cover cassette! And it could be yours! Michael Batty's incredibly wonderful *Earth Shaker* takes pride of place in this month's 6-Pack (earning him quite a juicy little cheque we might add– that's right, we *pay* you for this!), but don't let his high standards deter you – whatever you do, however you do it, we'd like to see your stuff. Oo-er!

So - this month's Crap Games comes to an end, packs its bag, goes home, has a bath, makes itself a hot cup of cocoa and goes to bed. I'll be sitting here (and I'm Rich Pelley) at CGC, *YS*, 30 Monmouth Street, Bath BA1 2BW, till the postie arrives. Ta-ta.

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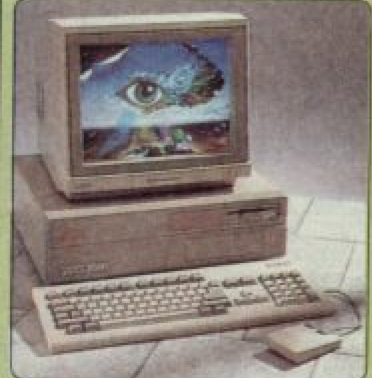
The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: '**Batman The Movie**' - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

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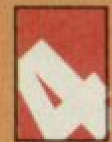
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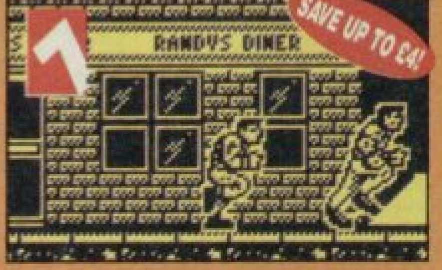


Turtles

One of the most eagerly awaited Speccy games of all time, *Teenage Mutant Hero Turtles* is a mega-colourful romp from Image Works through the sewers of New York, featuring Rafael, Donatello, Leonardo and, um, 'the other one'. Sure to be a massive seasonal smash!

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Robocop 2

Ocean's smash-hit sequel to *Robocop* (the biggest selling etc etc), this is bigger, more varied and even better thought-out than its predecessor, combining a massive dose of shoot-'em-up action with platforms, ladders and puzzles. Needless to say, a *YS* Megagame.

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You never thought you'd see the end of it, did you? Well, nor did we! But here, finally (and quite a few broken fingernails later) is JON NORTH with the final chapter of Speedlock. Roll it, Jon...



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Getting Started

Firstly, *Load and *List as normal. Do the bit of code at the start exactly the same way as you did for Speedlock 4 last month. You can then get cracking on the decrypters.

The Decrypters

There are nine decrypters used in these Speedlocks, but each version only uses a few of them. For instance, one Speedlock may use Types 1-6, whereas another could use Types 3-6 and Type 8. They all have one thing in common though – they decrypt themselves. If you take a look at the first byte that each type decrypts, you'll see that it is the last byte of the decrypter itself. To crack a decrypter that does this, firstly move it to somewhere convenient, then overwrite the JP NZ address at the end so that it JP's to the correct place in the copy. This will be the first byte after the constants are LD'd into the registers at the start (for instance, it would be the DEC (HL) in Type 1, or the LD A,R in Type 2). At the start, put a DI: LD A,num: LD R,A and at the end a LD A,R: <breakpoint> to keep track of R (in exactly the same way you did when cracking Speedlock 4 last month).

Type 1

```
EA91 LD DE,144B
EA94 LD HL,EA9E
EA97 DEC (HL)
EA98 DEC DE
EA99 LD A,D
EA9A INC HL
EA9B OR E
EA9C JP NZ,EA97
EA9F JP EAA2
```

Type 2

```
EAA2 LD HL,EAA2
EAA5 LD DE,EAA1
EAA8 LD BC,0064
EAAB LDDR
EAAD LD BC,1417
EAB0 LD HL,EAD2
EAB3 CALL EAB6
EAB6 POP IX
EAB8 LD DE,001C
EABB ADD IX,DE
EABD LD A,R
EABF XOR IXH
EAC1 SUB (HL)
EAC2 XOR IXL
EAC4 LD (HL),A
EAC5 DEC BC
EAC6 LD A,C
EAC7 INC HL
EAC8 OR B
EAC9 JP NZ,EACF
EACC JP EAD2
EACF JP EABD
```

Cracking this one is different from usual. You change the JP address at EACC to JP to somewhere convenient, where you have placed a LD A,R: <breakpoint> (so that you keep track of R). The reason for this is that the JP NZ is to EACF, which is itself the JP backwards to EABD. If the JP NZ does not JP (because the decrypter has finished), the JP at EACC is executed, which JP's to the next decrypter. By changing this to JP somewhere else, you can keep control without having to move the decrypter anywhere.

Type 3

```
EAD2 LD SP,EAE1
EAD5 LD HL,EADE
EAD8 LD DE,EADD
EADB LD BC,0020
EADE LDDR
EAE0 JP PE,EB1B
EAE3 LD HL,EAF5
EAE6 LD DE,EAE0
EAE9 LD BC,13F4
EAEC LD A,R
EAEE XOR (HL)
EAEF LD (HL),A
EAF0 LDI
EAF2 DEC DE
EAF3 RET PO
EAF4 JR EAEC
```

This is like the one for Type 2. As I said in Issue 61, a JP PE after a LDDR will only JP if BC is not zero. After the LDDR at EADE, BC is zero so the JP PE will not JP. However, by this point, the Stack Pointer (SP) has been set to EAE1, so that if a RET occurs, it will be to that JP PE address. Looking down the decrypter we see a LDI followed by a RET PO. As was also explained in Issue 61, a RET PO after a LDI will RET if BC is zero, which occurs when the decrypter has finished. Hence, that JP PE address is NOT a JP PE address, but actually the address RET'd to when the decrypter has finished (sneaky, eh?). To crack it, therefore, simply change the JP PE address so that it JP's to somewhere convenient, where you have placed a LD A,R: <breakpoint>.

Type 4

```
EB5B LD HL,EB5B
EB5E LD BC,0064
EB61 LD DE,EB5A
EB64 LDDR
EB66 LD HL,EB76
EB69 LD BC,1373
EB6C LD A,R
EB6E XOR (HL)
EB6F LD (HL),A
EB70 INC HL
EB71 DEC BC
EB72 LD A,B
EB73 OR C
EB74 JP NZ,EB6C
EB77 JP EB7A
```

Crack this as you cracked Type 1.

Type 5

```
FAFC LD HL,FB14
FAFF LD BC,03D5
FB02 LD D,0F
FB04 LD A,R
FB06 XOR (HL)
FB07 XOR D
FB08 LD (HL),A
FB09 LD D,A
FB0A INC HL
FB0B DEC BC
FB0C INC D
FB0D LD A,C
FB0E OR B
FB0F JP Z,FB17
FB12 JP E704
FB14 JP (IX)
```

Change the JP Z address to JP somewhere convenient, like Types 2 and 3. This will end up JPing when the decrypter has finished.

Type 6

```
FB17 LD DE,FB19
FB1A LD HL,FB1A
FB1D LD BC,0064
FB20 LDDR
FB22 LD BC,03B4
FB25 LD SP,FEE7
FB28 POP DE
FB29 LD A,R
FB2B XOR D
FB2C LD D,A
FB2D PUSH DE
FB2E DEC BC
FB2F LD A,C
FB30 DEC SP
FB31 OR B
FB32 JP NZ,FB28
```

Crack this, and the ones that follow, in a similar way to that used for Type 1.

Type 7

```
FB5C LD HL,FB5F
FB5F LD BC,0064
FB62 LD DE,FB5E
FB65 LDDR
FB67 LD HL,FB7A
FB6A LD BC,036F
FB6D LD D,0A
FB6F LD A,R
FB71 ADD A,(HL)
FB72 SUB D
FB73 LD (HL),A
FB74 INC HL
FB75 DEC BC
FB76 LD A,B
FB77 OR C
FB78 JP NZ,FB6F
```

Type 8

```
EF65 LD HL,EF68
EF68 LD BC,0064
EF6B LD DE,EF67
EF6E LDDR
EF70 LD HL,EF84
EF73 LD BC,0F65
EF76 LD D,08
EF78 LD A,R
EF7A XOR D
EF7B ADD A,(HL)
EF7C CPL
EF7D LD (HL),A
EF7E INC HL
EF7F DEC BC
EF80 LD A,B
EF81 OR C
EF82 JP NZ,EF78
```

Type 9

```
F8A8 LD BC,3FFD
F8AB LD A,03
F8AD NOP
F8AE NOP
F8AF LD HL,F8B4
F8B2 LD BC,001E
F8B5 LD DE,F8B3
F8B8 LDDR
F8BA LD HL,F8CF
```

```
F8BD LD BC,063E
F8C0 LD D,FA
F8C2 LD A,R
F8C4 XOR D
F8C5 ADD A,(HL)
F8C6 SUB 07
F8C8 LD (HL),A
F8C9 INC HL
F8CA DEC BC
F8CB LD A,B
F8CC OR C
F8CD JP NZ,F8C2
F8D0 JP F8D3
```

Final Decrypter on Speedlock 7

Speedlock 7 has it's own unique decrypter at the very end, which is cracked differently to any of the others, and has to be done separately.

```
F8D3 LD BC,001E
F8D6 LD HL,F8D5
F8D9 LD DE,F8D4
F8DC CALL F8DF
F8DF LDDR
F8E1 LD DE,0615
F8E4 POP BC
F8E5 LD HL,0019
F8E8 ADD HL,BC
F8E9 LD A,R
F8EB XOR E
F8EC SUB (HL)
F8ED DEC DE
F8EE LD (HL),A
F8EF LD A,E
F8F0 INC HL
F8F1 OR D
F8F2 ????
F8F4 NOP
F8F5 NOP
F8F6 JP NZ,F8E9
```

To crack this, change the three bytes at F8F5 to a JP to a convenient address, where you have placed JP NZ,F8E9: <breakpoint>. The JP NZ is needed because you have overwritten it with your JP. R will remain intact, because NOP and JP both increase R by 1.

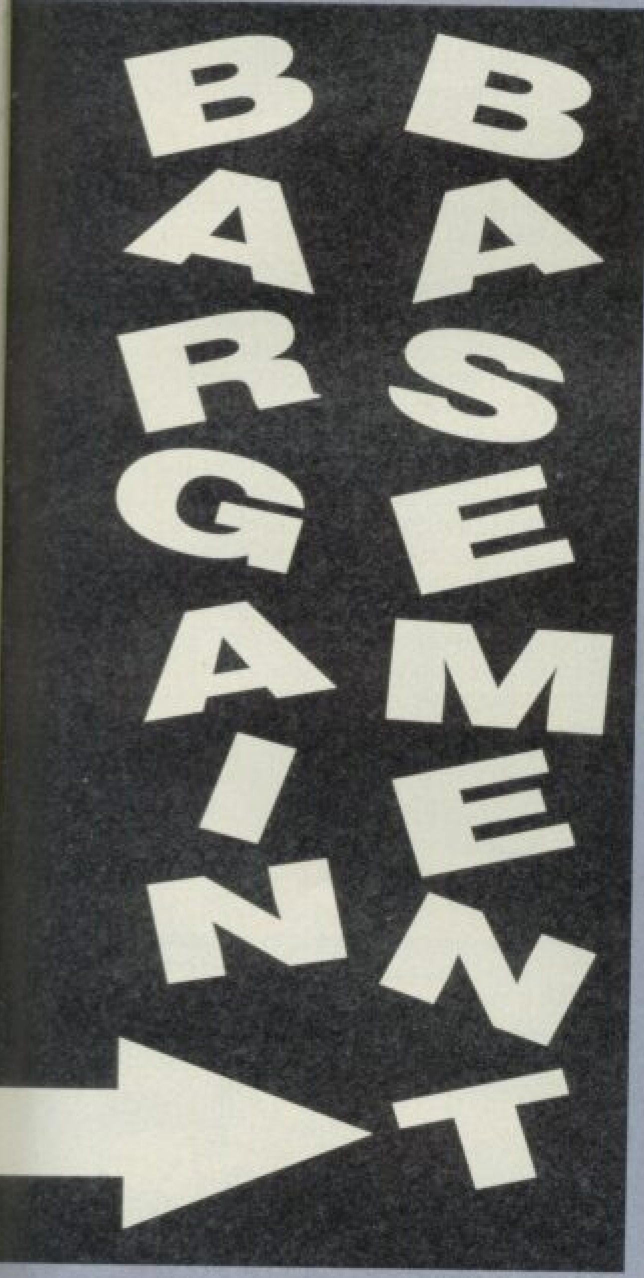
The Hack: Speedlock 5-7

This hack was written for *Daley's Olympic Challenge* (Speedlock 5) but by changing the values at the start it can be used on anything using these three Speedlocks.

Firstly, it loads the big basic block as a headerless file to where it would be after the LDIR (similar to the start of last month's Speedlock 4 hack). It then ensures that HL points to something in the middle of the decrypter, so that its address is an instruction and not part of one of the numbers at the start. It then checks what the instruction is, from which it can identify what decrypter it has found. Having recognised it, it LD's BC with the length of the decrypter and A with an index for a JR NZ (in place of the JP NZ at the end). Then it LDIRs the decrypter to a convenient place, sticks a JR NZ and a JP back on the end of it and executes it. When it gets back, it calculates and stores R then goes back and does it all again. If it does not recognise a decrypter, it must have finished, and patches the Speedlock loader in the usual way. Note that the block of code in bold is only needed for Speedlock 7, to crack that final decrypter.

```
LDTO EQU #EA8D-#5C ;start address of basic
LDLEN EQU 5305 ;basic length
FIRST EQU #EA91 ;address of first decrypter
LAST EQU #F8F5 ;address of last decrypter on
Speedlock 7
INITR EQU #70 ;initial value of R
ORG 40000
LDBAS LD IX,LDTO ;start address
LD DE,LDLEN ;length
LD A,#FF
SCF
CALL #556 ;standard headerless load
JR NC,LDBAS ;go back if load is unsuccessful
DI ;so that R does not get corrupted
DCRLP LD HL,FIRST ;address of first decrypter
LD A,(HL) ;A=first byte
CP #C3 ;is it a C3, ie a JP?
JR NZ,TYPE3 ;go forward if not
INC HL ;otherwise go past it. JP takes 3 bytes
INC HL
INC HL
TYPE3 LD A,(HL) ;A=first byte
CP #31 ;is it a 31, ie a LD SP?
JR NZ,CHKB8 ;go forward if not
LD BC,15 ;otherwise must be Type 3
PATCH ADD HL,BC ;HL=address after JP PE
LD E,(HL) ;get the value out
LD (HL),BACK&255 ;patch in LSB of "Back"
INC HL ;next byte
LD D,(HL) ;get the value out
LD (HL),BACK&#FF00/256 ;patch in MSB of
"Back"
LDGME LD HL,(DCRLP+1) ;HL is now first byte
of decrypter
LD (DCRLP+1),DE ;DE is address of next
decrypter
PUSH HL ;stick address of decrypter onto stack
KEEPR LD A,INITR ;initial value of R
LD R,A ;R=70
RET ;to decrypter (after that PUSH)
CHKB8 LD BC,10
ADD HL,BC ;go forward 10 bytes
LD A,(HL) ;A=value at this address
CP #B8 ;is it a B8?
JR NZ,NOTB8 ;go forward if not, we're in the
decrypter itself now
ADD HL,BC ;otherwise add another 10 so we're
in the dectypter itself
NOTB8 LD A,(HL) ;get the byte at this address
TYPE1 CP #B3 ;is it a B3?
JR NZ,TYPE2 ;go forward if not
LD C,11 ;otherwise it must be Type 1, which is
11 bytes long
LD A,249 ;JR NZ will go to DEC (HL)
JR DODCR ;go forward
TYPE2 CP #DD ;is byte at HL a DD?
JR NZ,TYPE4 ;go forward if not
LD C,23 ;otherwise must be Type 2, so go
forward 23 bytes
JR PATCH ;and patch in similar to type 3
TYPE4 CP #77 ;is byte at HL a 77?
JR NZ,TYPE5 ;go forward if not
LD C,25 ;otherwise it must be Type 4, which is
25 bytes long
LD A,246 ;offset for JR NZ
JR DODCR ;do the decrypter
TYPE5 CP #AE ;is byte at HL a AE?
JR Z,PATCH ;if so, crack similar to type 3. Go
forward 10 bytes, BC is 10 already
TYPE6 CP #AA ;is byte at HL a AA?
JR NZ,CHK5F ;go forward if not
LD C,27 ;otherwise it must be Type 6, which is
27 bytes long
LD A,244 ;offset for JR NZ
JR DODCR ;go forward to do the decrypter
CHK5F CP #5F ;is byte at HL a 5F?
JR NZ,TYPE9 ;go forward if not
TYPE7 INC HL ;otherwise it could be either Type
7 or 8
LD A,(HL) ;check following byte to decide
whether it's a Type 7 or 8
CP #AA ;is it a AA?
JR Z,TYPE8 ;go forward if it is
LD C,28 ;otherwise it must be Type 7, which is
28 bytes long
LD A,245 ;offset for JR NZ
JR DODCR ;go forward and do the decrypter
TYPE8 LD C,29 ;must be Type 8 if byte was AA,
which is 29 bytes long
LD A,244 ;offset for JP NZ
JR DODCR ;do the decrypter
TYPE9 CP 1 ;is byte at HL a 1?
JR NZ,DONE ;must be finished if not because
byte is not recognised
LD C,37 ;Type 9 is 37 bytes long
LD A,243 ;offset for JR NZ
DODCR LD (DCREND+1),A ;patch the value of
A into JR NZ
LD HL,(DCRLP+1) ;HL=address of start of
decrypter
LD DE,50000 ;a convenient address
PUSH DE ;stick 50000 onto the stack
LD A,(HL) ;A=first byte
CP #C3 ;is it a C3, ie a JP?
JR NZ,NOTJP ;go forward if not
INC C ;otherwise add 3 to length of decrypter
INC C
INC C
LD (HL),33 ;overwrite C3 with 33, which is LD
HL,num and is harmless
NOTJP LDIR ;copy the decrypter down
INC HL ;go past the JP NZ in the decrypter. JP
NZ takes 3 bytes
INC HL
INC HL
LD (DCRLP+1),HL ;HL is now the start of the
next decrypter
LD HL,DCREND ;HL=start of the bit to stick on
the end
LD C,5 ;this bit is 5 bytes long
LDIR ;copy it down onto the end
JR KEEPR ;go backwards to keep track of R
DCREND JR NZ,$ ;this is the JR NZ we're
sticking on the end
JP BACK2 ;and a JP to "Back2"
BACK LD A,R ;come back here on types 2, 3
and 5 (where we patch numbers in)
DOR SUB 3 ;subtract 2 for the LD A,R and one
for the JP to decrypter
RES 7,A ;ensure bit 7 is reset
LD (KEEPR+1),A ;keep the new value for next
time
JR DCRLP ;and loop back to do it all again
BACK2 LD A,R ;come back here on the other
types, where we copy the decrypter somewhere
DEC A ;need to subtract an extra 1 for the JP
back to this hacking routine
JR DOR ;go back to sort out R
DONE EQU $
LD HL,LAST ;address of the NOP
LD (HL),#C3 ;stick a JP in
INC HL ;point to next byte
LD (HL),BACK3&255 ;stick in LSB of "Back3"
INC HL ;point to next byte
LD (HL),BACK3&#FF00/256 ;stick in MSB of
"Back3"
LD DE,#F8F9 ;start of decrypter
JP LDGME ;do the decrypter
BACK3JP NZ,#F8E9 ;the JP NZ we've
overwritten by the JP BACK3
LD HL,POKES ;start of infy lives POKEs
LD DE,#5BA0 ;a safe place
LD BC,END-POKES ;length
LD (#FE17),DE ;standard Speedlock patch
LDIR ;copy POKEs down
XOR A
LD (#FBB8),A ;stop printer buffer getting cleared
JP LDGME ;load the game
POKES EQU $ ;stick your infy lives POKEs here
JP #FEC3 ;the original value of DE in Speedlock
patch
END EQU $
```

Well, that's got all the Speedlocks out of the way (until the next one comes out) *(Ha ha. Ed)*, so what am I going to do next month? I know what, how about Softlock? *(Sounds good. Ed)* Yeah, okay, Softlock it is. So between now and next month, invest in a copy of *Chimera, Thunderbirds, Cylu* or some other old Firebird cheapie. Or write some words of wisdom to Jon North, How 2 Hack, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. Catch you next month.



Time to catch up with our 2 favourite barg hunters, JON PILLAR and RICH PELLEY, as we fix on our helmets and drop down deep...

4–MOST ACTION

Alternative/£2.99

Jon Four (four! Four!) games for £2.99! Blimey, what is going on? Let's take a quick look at each of them, shall we?

COMBAT ZONE

A vertically-scrolling shoot-'em-up cunningly disguised as the other 47 billion you've got. Complete with hidden-bullet syndrome but with a new twist – blast at least 20 baddies each wave or else re-do the level again. What an idea! Novel, frustrating and crap. Rather like the game as a whole (except for the novel bit).

DEAD OR ALIVE



Oh dear. This looks serious. Time to go a-tootin' and a-shootin'!

Bandits run rife in Dodge City (which seems to consist of three buildings and a cave) so, er, shoot them. Dinky graphics means lots of room to manoeuvre. Highlights are pinching ammo from dead baddies and tricking the inept villains into shooting each other. Very simple and a lot of fun.

GUN BOAT

Use some really nasty *Asteroids*-type



A perfect day for messing around in boats. (Make sure you bring your guns!)

rotation controls to pilot a heavily-armed gunboat along enemy waterways. Get shot at by everything from gun emplacements to aircraft carriers, nab fuel and blow up the main base. Chubby graphics, trickier than Paul Daniels, but a good laff.

STRIKE FORCE COBRA

A past master ("a *YS* Megagame!" trumpets the inlay) where you control a crack commando squad attempting to break into the HQ of a wannnabe Bond villain ("nuclear blackmailer", you know the type). You know it's big because there's a Save Game option. Kick down doors, dive through windows, outwit electronic defences and accidentally shoot each other, all in gloriously coloured isometric 3D. Two quibbles – if the team you've selected turns out to be useless you can't choose again, and it's a mite unfair the way you lose huge chunks of energy just by bumping into furniture. Other than that – a classic. Best played while wearing a balaclava.

So, worth it just for *Strike Force* – with 3 freebies bunged on as well – it's a reet good barg (as they say).

RETURN OF THE JEDI

Hit Squad/£2.99

Jon "Use the force, Luke!" "Here they come!" "You mean the girl I've been trying to snog for the last two films is my sister?" – Yes, it's *The Return Of The Jedi*! Having done vector graphics to death with *Star Wars* and *Empire*, Atari plumped for a new diagonally-scrolling 3D routine that translates spookily well onto the Speccy. Although all three levels are of the advance-through-area-dodging-obstacles-and-shooti ng-Imperials type they're sufficiently different to repulse the dreaded snoozies. Best is the one where Leia escapes through the Endorian forests on a speeder bike, bashing the pursuing bikers into trees or leading them into fiendish traps. Next up (or down, if you see what I mean), follow Lando as he pilots the Millenium Falcon into the new Death Star, blows up its reactor then races the explosion to the exit! Last, and least, you're either Chewie in an AT-ST dodging rolling logs, or Lando (again) blasting through the Imperial Fleet. Presumably to emulate the cross-cutting action of the picture, the game flips you between the two (but before you can get the hang of either). Overall though, it's a nifty conversion – fast and (if not exactly furious) reasonably spirited. Warp Factor 9! (Oh, drat! That's *Star Trek*!)



Leia belts through the New Forest on a Kawasaki 750.

TRAPDOOR & THROUGH THE TRAPDOOR

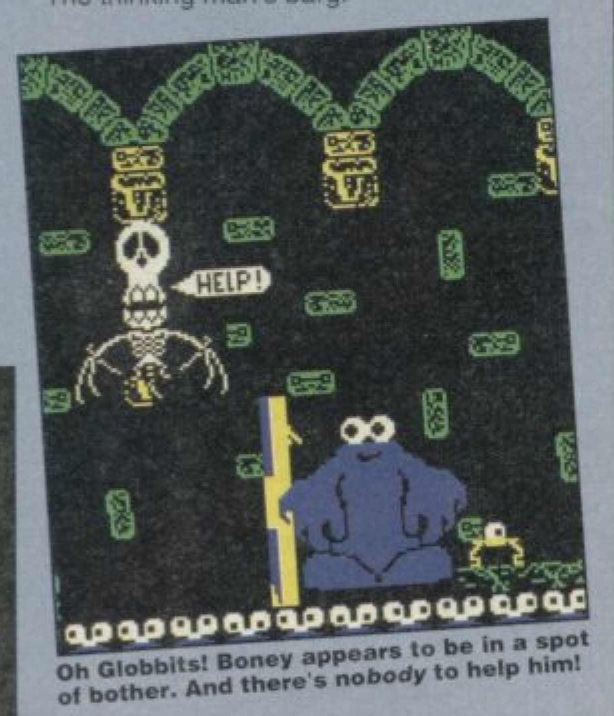
Alternative/£2.99

Jon Together for the first time – 2 classic games from Don Priestly, the chap who features in Dr B's Clinic almost as frequently as Dr B. Based around the excellent (but now extinct - sob!) TV series, both games sport the famous, huge and colourful Priestly piccies. In *Trapdoor* you, as Berk, have to prepare a variety of disgusting meals for your beastly employer, "I'm Upstairs", with the help of the objects scattered around the dank castle (which looks a lot like the *YS* Shed, only bigger) and the creatures that lurk beneath (gulp!) the Trapdoor. These puzzles are more devious and mind-wrecking than the cryptic crossword version of an A-level History exam, and coupled with the welcome originality of the game, they reaffirm *Trapdoor* as one of the most downright spanky games ever.

Through The Trapdoor (nice title) sees Boni kidnapped and dragged Down Below, and Berk and Drutt jumping down to save him. Yep – more puzzles, although this time with a bit of arcade action thrown in as you have to dodge various nasties on your way to sort them out. Control both heroes individually (they'll need to co-operate to succeed) and firstly try to snatch a vital key

from a batlike guardian. And that's as far as I got (ahem!). A splendid sequel – certain to promote hair-tearing.

Both games for £2.99 is a worthy investment for those long winter nights. The thinking man's barg!



Oh Globbits! Boney appears to be in a spot of bother. And there's *nobody* to help him!

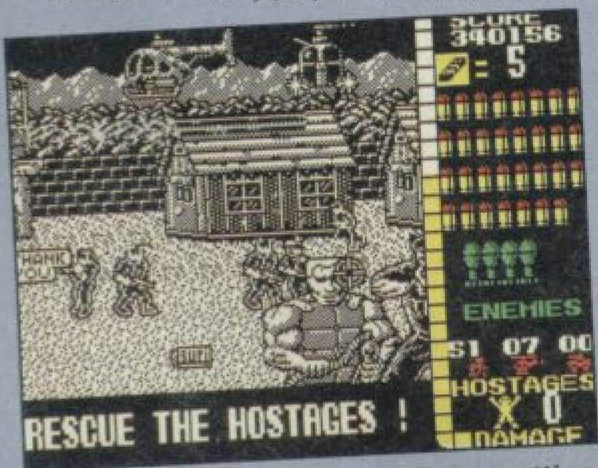
OPERATION WOLF

The Hit Squad/£2.99

Rich And talking of into-the-screen multi-level shoot-'em-ups *(We were? Ed)*, here's *Oppy Wolf* – which you people will no doubt have heard of as it was a bit of a biggy in its day, and has since launched a thousand clones. Including its big brother *Operation Thunderbolt*, the sequel. But let's just re-cap what it's all about in case you've forgotten, ok readers?

The coin-op's main distinguishing feature was a whopping great gun bolted onto the front of the machine – used to shoot 'into' the screen as everything is viewed from fancy first person perspective (whilst the screen scrolls sideways). In this case, "everything" consists of a variety of enemy soldiers who run in front and lob grenades and knives, a cursor quite adequately taking the place of the gun on the Spec. Helichoppers, boats and tanks are also present and can be either shot with your gun, or more effectively grenaded, although ammo is strictly limited, but can be replenished by shooting things on the ground.

The Spec version was one of the fastest conversions, so three cheers for that, and three cheers for the graphics too – monochrome, yes, but they still chug along at a cracking pace, and hardly even slow when the screen is jam-packed with baddies. It's really playable too as you have to get through six different levels, rescuing the hostages, without losing all your energy, and it's all very addictive. Perhaps too addictive actually, because the more hardened gamesplayer is likely to find that he/she/it may very well polish the thing off in an afternoon after only a minimal number of goes. But if you're one of those people who wouldn't mind this, and seeing as you'll only be three pounds out of pocket at the end of the day, I'd say that it's still well worth it. Go buy.



Look at that rather small and quaint potting shed. I think I'll blow it to bits!

4 – MOSTSPORTS

Alternative/£2.99

Jon Crikey, *another barg* 4-pack – and this time covering sport! Mmm, let's hope there's no management games included, eh Spec-chums?

SOCCER BOSS

Oh joy, a management game! But! Better than most, with lots to do encompassing every aspect of footy from winning national competitions to losing miserably against Wigan. In a novel twist, manage the financial side of things as well – balance buying a star-goalie against your injured striker's cartilage operation. Overall, as feature-packed and involving as an encyclopedia and an incriminating photograph.

ENDZONE

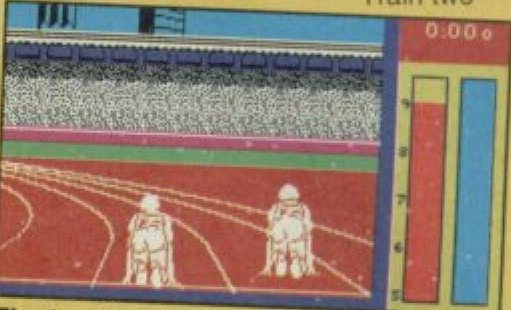
Manage (aaghh!) an American football team with a silly name, and try to win the Superbowl. I bought in a knowledgeable pal to help with the much hyped "game tactics". These consist of a list of players numbered 1-15 and you have to pop the strongest players into the strongest positions. Controlling the finances (as in *Soccer Boss*) livens things up a little, but sadly there's just not enough to do. "Shallow and a bit crap," says my footy friend, and he's just about hit the nail on the head.



Oo-er. I always find it's best to leave American football to the experts. (They're always a bit big, aren't they?)

RUN FOR GOLD

Coo, this is a strange one! Instead of the waggler you'd expect, this is an almost-strategic game with corking 3D graphics. Train two runners for the 400m, 800m or 1500m events, control their lane-swopping, set their pace and make sure they've enough stamina for a final burst. On the higher skill level take full control of the athletes to enable those swifty swerves around the opposition (but watch out for collisions!) It's all very realistic with spanky presentation and it's very playable in its own little way. But who on earth is it aimed at?



The two finalists in the European 1500 metres non-stop mooning championship.

RALLY DRIVER

Not yer ordinairy driving game – more like a flight simulator on wheels! Compete against the Speccy or any number of friends (taking turns) in a 3-stage auto rallly, and (unless you've got 28 fingers and the memory of a clever elephant) come last. Features include stage checkpoints, the Speccy as your navigator, crossroads, 3D graphics that tend to 'flick' (rather than scroll) at you, cows on the road, a recommended speed of 40 mph and (of course) lots and lots of crashing. (Perhaps they should rename it *Davey Wilson Herald Driver*). Ah well, practice makes perfect (and you need to be to get anywhere with this).

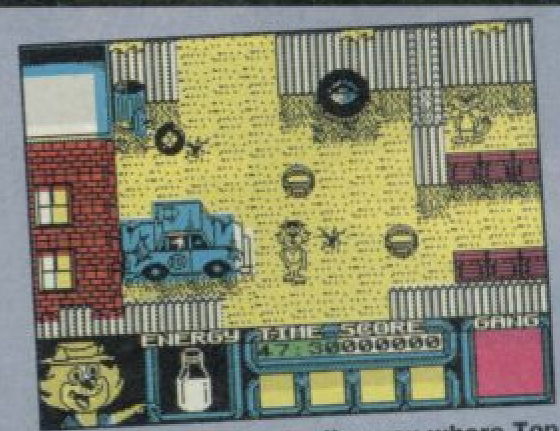
3 not-bad-at-all games and 1 clunker for £2.99. Sound a decent barg to you? *(Sounds a decent barg to me! Reader's voice)* Thought so.

TOP CAT Starring In *BEVERLY HILLS CATS*

Hi-Tec/£2.99

Rich If you ever came round to my house, knocked on the door and said "Hey, Rich, what's this *Top Cat* game all about then?" then I'd probably say something like this...

"*Top Cat* is yet another one of those flip-screen collect-em-up maze games, not too unlike another 30,000,000 games, including most of Hi-Tec's cartoon licences of late. Benny the Ball has gone missing, and you have to go and get him back, so the first thing to do is to find the rest of the members of the gang, whilst avoiding the nasties (y'know, hedgehogs, squirting fire hydrants and stuff) and collecting objects to allow you to progress further. The puzzles however are all pretty obvious (pick up the key to open the gate and so forth), and avoiding the baddies isn't too tricky either as they walk around in set patterns. So with little practice you can avoid colliding, although the weird 3D effect does its best to confuse you at first. The only real hazard is if you



This is the New York alleyway where Top Cat (close friends get to call him TC) lives.

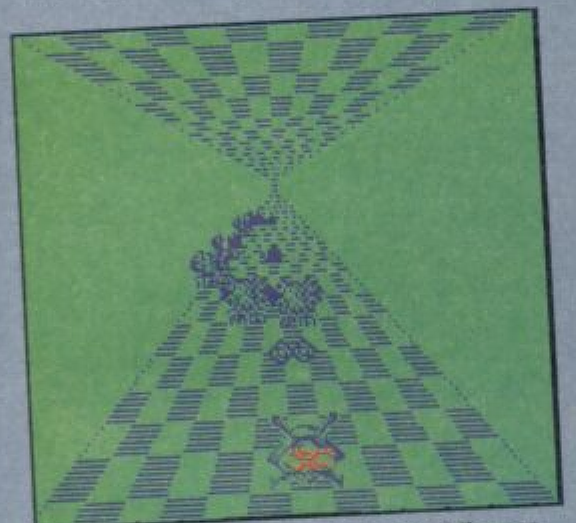
touch a skateboarder, as some steal the objects you are carrying and stick them back in the maze, and also if you lose too much energy at once as one of your chums which you have collected might run off so you'll have to go back to get him again.

As in the case for most of Hi-Tec's other cartoon licences, they seem to have spent so much time getting the graphics to look right (TC really is adorable), that they've forgotten to write much game. There's not enough action going on – it's easy to avoid all the baddies, it's not fast enough for a straight maze game, and the puzzles are a bit easy and far between. You could certainly do a lot worse with three quid (lose it for example), but I'm sure with little effort you could do a lot, lot better, especially with all these re-releases around at the moment." That's probably what I'd say.

ELIMINATOR

Players/£2.99

Rich One good thing about Hewson is that almost all of their games have been and are of very high standards, and pretty original into the bargain. And luckily, their latest re-release, which has come our way with a little help from Players, is no exception.



Blast down this tunnel thing avoiding as much debris as possible. (Basically.)

It's an into-the-screen jobby, where for some odd reason you find yourself hurtling down a track in a strange-looking spaceship, both on the floor, and at times on the ceiling too. You have no control over your speed, so the idea is to survive as long as possible before crashing and losing a life. You'll no doubt encounter plenty of things as you go, some stationary such as walls and parking cones which have to be avoided, and some moving, mainly baddies which can be shot, preferably before they shoot you. If you crash or your energy runs out then you lose a life – which is rather disgruntling as you get plonked back miles. You do fortunately have a gun, which can be upgraded to multi-fire guns and bombs, but the better the weapon, the faster it uses up your ammo so for this reason you can swop between the add-on weapons you've picked up to choose when you want to use which one.

In its day, a mere two years ago actually, fact-fiends, this one was a bit or a corker, and a *YS* Megagame to boot. But today, and today being Tuesday, I can't help finding the whole thing just a little too boring – and getting sent back miles when you die is extremely frustrating. A definite "Try before

RANA RAMA

Players/£2.99

Rich "Mervyn the Sorcerer's apprentice is trapped in a Dark Dungeon – and has inadvertently changed himself into a frog! Help Mervyn defeat the warlocks and turn him back into a human.

At the beginning of the game you are transported to one of the rooms in the top level of the dungeon. Your aim is to explore each room in turn and defeat each warlock that you encounter. Each room lights up as you enter it. Some rooms also have mysterious symbols embedded on the floor, called Floor Glyphs, which are used to either weave magic spells, destroy enemies in the room, reveal a plan of the level or transport you to new level.

When you locate a warlock, leap on top of him and you will lock him in ritual combat where you have to unscramble the letters making up the word R-A-N-A-R-A-M-A before the time runs out."

Well, that's the general gist of the game, and conveniently copied straight out the instructions too. Of course, things are far more complicated than that. Take that screenshot below, for example. It probably looks a bit *Gauntlet*ish to you, but only the parts of the maze, or indeed screen, that you have actually visited are displayed so it's extremely easy to get lost, especially as seemingly dead ends may well not be so. There are spells too, which you need to increase during the game to progress further.

The thing's a pretty cunning mixture between a shoot-'em-up, maze game and logic game, so I would imagine would keep you hooked for quite a long time as it is so complex, even though it's not initially too addictive, and does look a bit out of date in this day and age. However, there hasn't really been anything like it since, so despite the fact that it's coming up to its 4th birthday, I'd still recommend it very highly. Oh, and many happy returns if it's your 4th birthday too.

A purple thing which you shoot
Leap onto this to get a map of the level
Jump onto this to go up or down a level
Or onto this for a smart bomb
More baddies
Some baddies
A warlock
Another purpley thing, which you can't shoot
You (a frog)

TIGER ROAD

Kixx/£2.99

Rich If you walked into a Chinese take-away and asked for a Ryu Ken Oh, then you'd probably get a reply something like "Eh?" (or the nearest equivalent in Chinese). You see, Ryu Ken Oh has in fact kidnapped all the children from the 'local' village, leaving you, Lee Wong, to go and get them back.

The thing's basically a continuous left to right scrolling hack-'em-up – to tell you the truth it would be a lot better if it wasn't so crap. It's not the graphics or anything – they're quite adequate enough (though the scrolling's a bit jerkily) – it's just that there's not enough to do despite its variety. Firstly you have to make your way into the building

BARGAINS

WEC LE MANS

Hit Squad/£2.99

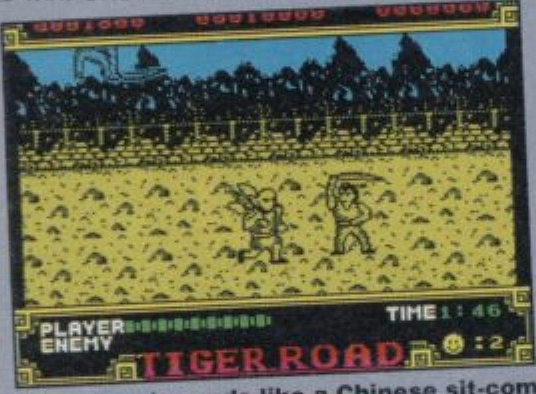
Jon Aha! This is the driving game that's my barg of the month, if not the year. Like most coin-ops, it's simpler than Simple Simon's simpler brother – just complete 4 laps of a course without running out of time between the checkpoints. But, it's the kind of game that once loaded is harder to get off your Speccy than fluff stuck under the ENTER key! Unusually for the Ocean conglomerate, the 128K sound is rather (hem hem) 'dubious', though the graphics are top-notch. The road has more twists and dips than a '50s dance craze! The other cars progress from puttering L-plate drivers to speed maniacs who hog the inside lane of vicious curves before ganging up to box you in! The clock never reaches zero unless the checkpoint is *just* too far away, and the playability leaps so far off the top of the scale that you could give it a brush and get it to paint the ceiling! My only quibblette is that, no matter how slow you're going, whenever you hit something you skid to a complete halt. *WEC* regains some brownie points by politely stopping the clock as it scrolls you back onto the road.

What else can I say? It's better than *Chase HQ*. (Blimey! A complete barg - and some controversy thrown in for free. Service or what?!)



Feel the need, the need for going very quickly in a blue Le Mans car in France.

where the children are being held by jumping about and slashing all the baddies – far too easy because you can just jump over everybody and avoid any fighting whatsoever. Then it's inside – more dashing about left to right (and also a bit of up and down levels too) slashing more people, including these big geezers who pick you up and throw you about, but who can be killed far too easily. Other bits include jumping over barrels, wrestling a lion and avoiding killer bees. Quite a variety as I've said but there's a distinct lack of action as almost all fighting can be avoided, and when you do fight, you can just do one move all the time to win. One for the bin.



***Tiger Road* sounds like a Chinese sit-com (only it doesn't contain enough violence!).**

WACKY DARTS

CodeMasters/£2.99

Rich Rather spookily, Mastertronic released a game uncannily similar to this one back in 1986 – *180* it was called, and I loved it, despite the fact that it was far too easy. This one is a bit harder, and so, I'd say, the betterer one too.

The same concept for gameplay is used in both – a hand is moved about over a dart board, with a strange sort of gliding effect (so you only have minimal control), and Fire throws the dart. In this one, you also have the angle of the hand to worry about. And that's it really – as with most things in life, the more you practice, the better you get.



Urgh! That spooky hand isn't connected to anything! I didn't know darts was so scary.

So, to practice you can arrange a friendly game against an opponent – playing the best of three of either 'proper' darts (counting down from 501 and finishing on a double or a bull) or 'Round The Clock' (Hit 20, 19, 18 etc in the right order down to 1) – however the biggest fault has to be that it doesn't give you a running total, only your total at the end of the last three darts, so you have to be pretty quick to work out what you need to finish or your time will be up and you'll throw the dart automatically.

Anyway, you can chose your opponent – each one with his own unique style and amusing way of throwing the dart, ranging from a grenade launcher to a bow and arrow. There's a nice animated sequence as your opponent throws – another bit rather like in *180*, and also running commentary of the whole game from a TV reporter at the bottom of the screen. There's also a knockout tournament you can enter – but probably won't win as the opponents are off-puttingly good, but that's better than being a doddle to beat, I suppose, which was *180*'s main fault. The graphics are excellent too, and it's all a bit of a good laff, even if all in all it's nothing really like darts at all.

KENTUCKY RACING

Alternative/£2.99

Rich They might very well be called 'Alternative', but this one really is a too weird for comfort. It's a horse-racing game against either a friend or the computer – which may well sound pretty normal, but how d'you reckon you move horse? By waggling the joystick? By banging the keys? Nope, by throwing a ball onto a table at the bottom of the screen and attempting to get it into a hole at the end. Strange or what?

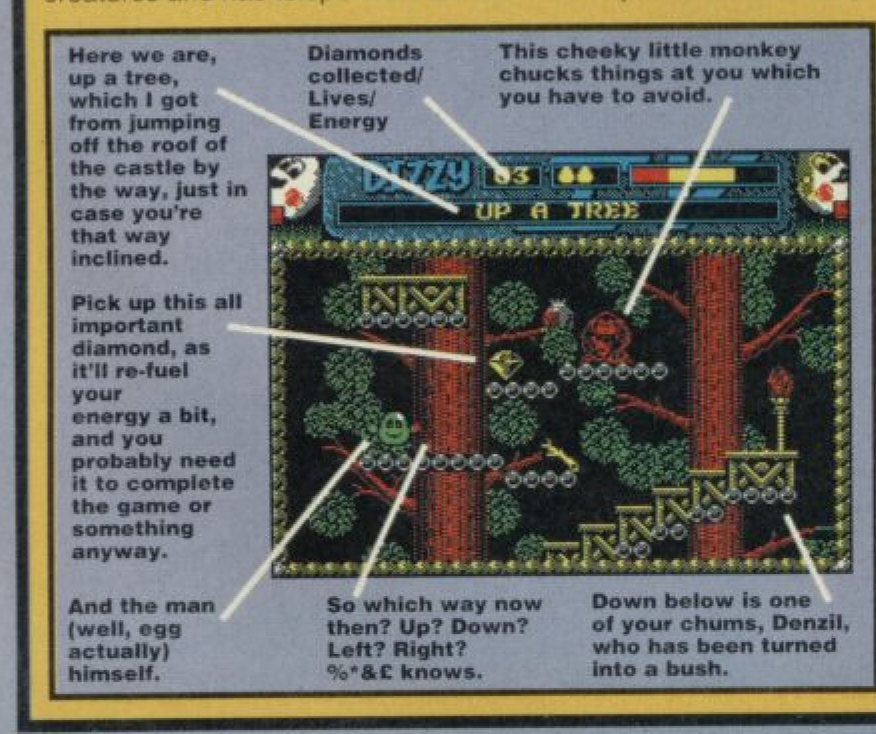
Yep, strange it is, and also rather boring because this is all you get to do for the entire game. The ball is thrown by moving a hand about and then pressing Fire – the longer you keep your finger on it, the more powerful the shot and the further the ball shoots along the table. If it goes into one of the holes, either directly or after rebounding off the sides or the back, then your horse moves along a bit – the winner is whoever gets the balls into the holes the quickest. You have to get it into a specific hole to go over a jump – although this fails to add any excitement of course – and the prospect of "nine different exciting courses" seems more of a threat than a consolation. And it's all far more luck than skill anyhow. And the graphics and sound are crap. Nope, I'd leave this one on the shelf and quickly find an excuse to leave the shop if I were you.

MAGICLAND DIZZY

CodeMasters/£2.99

Rich Remember *Dizzy*? Remember *Treasure Island Dizzy*? Remember *Fantasy World Dizzy*? Well, you should. And now, here'd the 4th Dizzy game in the series (not counting *Fast Food* and *Kwik Snax* of course which were arcade games and so completely different) – *Magicland Dizzy*, which is simply more of the same, but what the heck, eh?

Evil Wizard Zaks is back, and has turned the Yolkfolk, Daisy, Dora, Dylan, Denzil and Grand Dizzy into strange creatures and has teleported them to Magicland – a bit of a downer really because you, as Dizzy, have to go and get them back. Once again the game consists of you walking and jumping through a platform-and-ladders flip-screen maze, solving puzzles to progress further, this time with the added task of locating the individual Yolkfolk (who have been turned into everything from bushes to a huge block of ice) and working out how to turn them back to normal. Predictably, this is no mean feat because if you're not careful, you'll impale yourself on a nearby bat, or accidentally fall down a well, or drown, or jump into a monster, or bump into a killer rat, or do something equally silly if you don't time it quite right on the old jump button. Fortunately, you do have three lives to begin with, and your energy can be replenished by collecting diamonds on the way. Oh, I think you also need to collect enough diamonds to proceed further into the game, but don't quote me on that.



The puzzles aren't overly complicated, being a case of using the appropriate object at the appropriate time – the tricky part is actually to have found and be carrying the correct object at the right time. As in *Fant. World Diz.*, you can hold three objects at once – but this does mean you get an annoying menu system every time you want to do something and often spend hours piddling about with it trying to get it to do what you want. But that's a minor point, as the game really is a bit of a spanker.

Once again the graphics are cute city, and the overall gameplay is practically the same, although it's got a bit of a different 'feel' to it 'cos I think this one was written by a different bloke, although don't quote me on that one either. It's quite addictive too as each go you usually meet your fate realising what you should have done instead to avoid dying, so you'll jump at the chance for another go. You can of course cheat and call the 0898 Dizzy helpline (33p per minute off peak, 44p per minute at all other times), although I think I mis-dialed, because when Lusty Linda picked up the phone and invited to reveal all, I'm sure she wasn't talking about how to complete a computer game.

But anyway, if you're a Dizzy fan then you'll no doubt have bought this one already, but if you're not then go on – buy it anyway – it's a corker.

NORTH & SO[UTH]



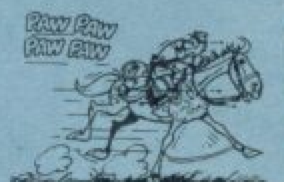


0Infogrames/£12.99 cass £17.99 disk



Linda Cripes! This goes back a bit. Andy and Matt reckon everyone was addicted to the 16-bit game of *North And South* when *YS* was still a sister mag to *Zero*. (Talk about a pair of old cronies, eh? That was over a year ago!) Anyway, here's the Speccy version, so let's jump straight in with the old funkometer and see what's what...

Basically, it's French, it's a sort of American Civil War strategy-cum-arcade game, and it uses characters from a comic strip called *Les Tuniques Bleues* (which is also from France, is supposed to very funny and looks a bit like Asterix in, well, blue tunics really). For those who are crap at History (like me), the Blue Tunics were the Northern, or Union, soldiers (the goodies who wanted to free the slaves) and the Confederacy/Rebels/blokes in grey uniform were from the south (and wanted to 'keep' the slaves and make them pick cotton and horrible things like that).



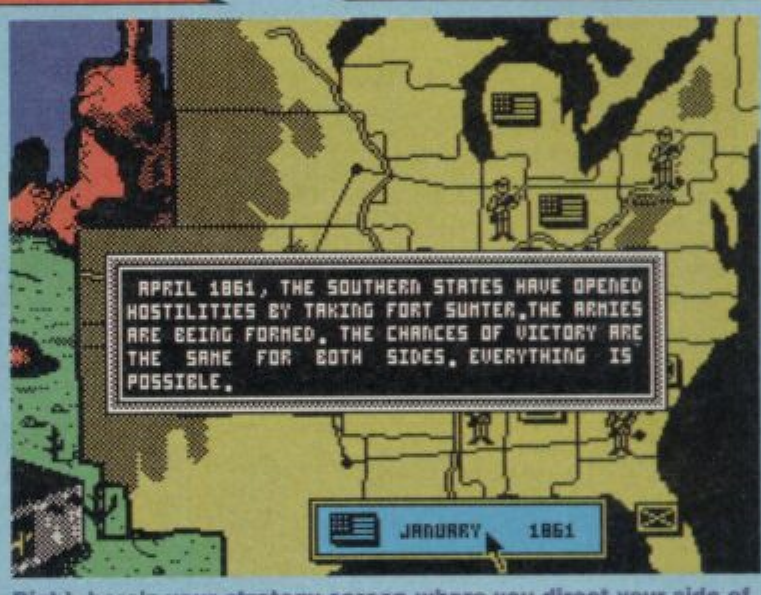
Raaaaiiise muskets!

Right, so what've we got? Well, first there's the option screen (one or two-player, which side, whether you want some disasters thrown in – take a look at the box-off below for more info), and then it's on to the map proper.

This is split up into states, and it's where you make all your strategy decisions. Armies are represented by single soldiers, with flags indicating which territories are held by which army (if an area doesn't have a flag then it's unoccupied and up for grabs). As for battles, those come about in one of two ways – either you attack your enemy, or, erm, they attack you. (Simple, eh?) The screen then does a bit of a costume change and we're into...

The battlefield. Hurrah! The best bit! It's a sort of oblique 'bird's-eye-view' jobby, with you looking down across either a canyon or a field, and your units (artillery, cavalry and infantry) shown up in little groups. It's basically a case of choosing which unit to fight with and then blasting the peanuts out of all the varmints who are trying to do much the same to you. The graphics are really nice and chunky, but smooth too (the horses are especially good), and when I went charging in over the bridges, well I could fair feel the wind flowing through my hair, I really could (and then I hit Retreat just as soon as General Wotnot came charging back at me! Aargh!).

Nope, it's certainly no picnic out there, which means after a few battles you're bound to want to stock up on some more men (well, I did anyway, but that's probably 'cos I was so crap!). What you need is money, and this is where the towns come in. If you manage to occupy two towns that are linked up by railway (we're back to the map here, folks) then at the end of your move a train will run between them with some gold. Get five bags' worth and blimey! If that's not a new army over there!



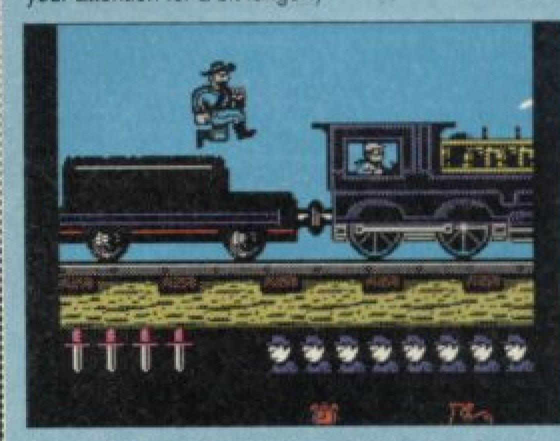
Right, here's your strategy screen where you direct your side of the war. And it's the Union to start! (That's me!)



Oi! What about the other arcade bits?

Hold your horses (ho ho) – I was just getting to those! First there's one with you sprinting along the top of a train trying to get the driver's seat to stop it – it loads when you break up the opposition's railway line by taking over a state between two towns (actually it's rather similar to the bit in *Back To The Future 3*. Spooky, eh?). And then the other one happens when you snatch a town (which automatically happens when you snatch a state). Again it's a horizontal scroller, only this time you're in an enemy fort throwing knives and punches at the enemy, and scuttling along as fast as your merry heart will let you to get to the flagpole and raise your standard. (Phew!)

And that's it! Confused? (Well, go back and read it again then!) *North And South* really is the biz. Most people find straightforward strategy stuff a bit dull (like, say, *Crete* across the page) – what this game does is show how addictive it can suddenly get when you throw in some juicy arcade bits. (After all, if it's you who's actually doing the fighting then it's bound to hold your attention for a bit longer.)



Hurrah! The train sequence! (If that red boot at the bottom reaches the right-hand corner before the clock then you've done it in time.)

AND FOR ENTREES, SIR?

Here's what you get on the Option screen. Pick 'n' mix the various ingredients and, bingo, you've got your very own 'customised' game...



If you're playing for the North then it's here you choose which character you want to be. There's Sergeant Chesterfield, Corporal Blutch and Captain Stark. Corporal's the most difficult level, Captain's the easiest. (This chap here's Captain Stark – he lives for battle, a real blood-and-guts man. Chaaarrge!!)



You can change the date and fight at any point during the war (except 1865). The strategic map shows actual historical conditions – but you can soon change that!



The Confederacy characters. Choose from Corporal Mathias, Sergeant Cancrelat (the most horrible man ever!) or Captain Philip.



The Union flag – this shows which side I'm playing. Hurrah! Up the Union!



If you're happy with all your choices then click on this! (Simple really.)

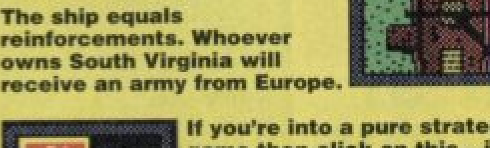


The computer always plays the South. When you're in two-player mode this space is filled by the flag of your opponent's team.



Aha – disasters! If you want a more difficult and interesting game click here for Indians who can attack and wipe out entire armies. (You know when they're coming 'cos they send out smoke signals – how jolly nice of them!)

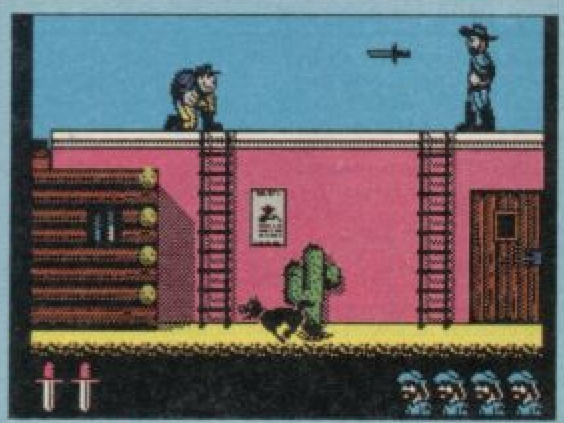
Storms – if a storm cloud settles above an army then it can't move.



The ship equals reinforcements. Whoever owns South Virginia will receive an army from Europe.

If you're into a pure strategy game then click on this – it gets rid of all the arcade bits. (But we're on arcade mode so we're alright. Ha!)

...OUTH


A-ha - the fort sequence! I'm the sweet-looking one with the hunchback. (Knife ahoy, Quozzy!)

And it's not just the gameplay that makes the game so spanky – the graphics are excellent! The fort and train bits, the loading and option screens, they're all really colourful and like the original 'strip'. It's full of really nice little touches too. There's the loading screen of a silhouetted *tunique* doing the bugle call and the crowd scenes at the end (if you win that is – lose and it's a carnaged battlefield). And when you fail in the arcade bits your man drops to the ground and starts crying, pummelling the ground with his fists. Cute!

North And South is a lot of fun. And intelligent with it. One of the last things we saw from Infogrames was *Sim City* of course, and, despite the arcade stuff in here, this has much the same quiet style (and value for money). Jolly highly recommended!




A field of..... mutilation, how lovely. (I've nearly won the battle – just got to get that horse...)

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
90°	85°	89°

DIAGNOSIS
Juicy strategy/arcade game, brill with two-player option. Colourful, clever and a lorra, lorra fun!

INSTANT APPEAL 91°

80 60 40 20 **90°**

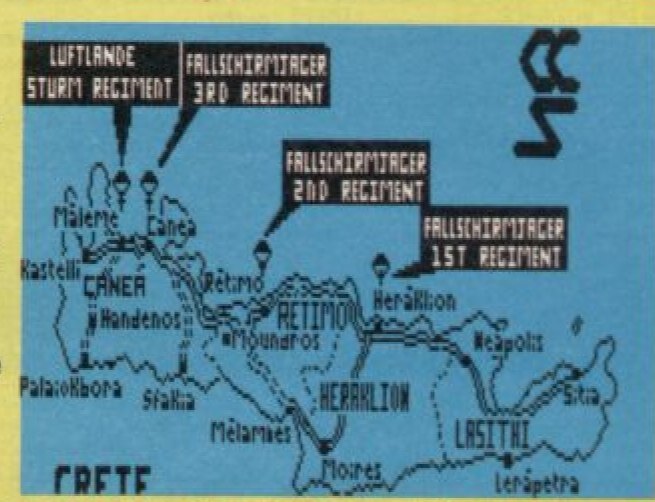
CRETE 1941

CCS/£12.95 cass £14.95 disk



Jonathan *Crete 1941* – it sounds suspiciously like one of your Auntie Vera's holiday snaps albums, doesn't it? But in actual fact, Auntie Vera would have been pretty daft to have holidayed in Crete in 1941. There was quite a serious battle raging there at the time, you see, and she could easily have got caught in the crossfire between the invading German paratroops and the defending Australian and New Zealand divisions under the command of General Freyberg. Bad news for Crete's tourist industry, then, but good news for CCS who've decided it was about time they simulated it.

Or perhaps not, if you've just joined me from 'that review on the other side of the page' and are casually expecting the same sort of running-about-killing-people bits. This is just a simple strategy game, you see (which means lots of rather-dull-in-comparison squares, movement phases and morale levels).

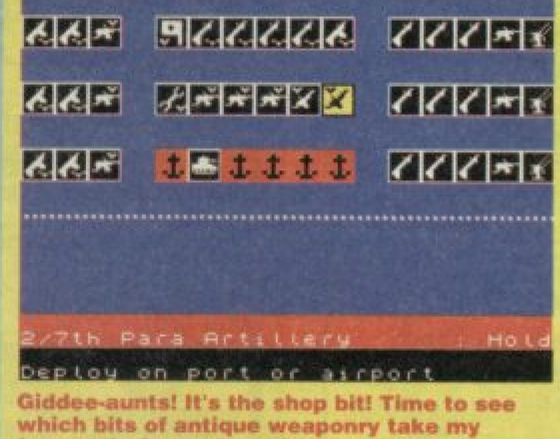


And here it is, the beautiful island of Crete. Package holidays begin at two guineas, depending on which invasion season you choose to go in...

Um...

The great difficulty when it comes to reviewing a wargame is trying to work out how exactly it differs from all the rest of them. Well, I've examined this one in some depth and I've ascertained that a) it's set in Crete, b) it's probably a bit more complicated than usual as you've got air attacks to consider, along with paratroop drops and capturing airfields, and c) it's got a few 'interesting' features like roads and troop evacuations. Graphically it's about as dire as these things always are, but the little coloured squares beloved of wargamers do their job reasonably well, I suppose. I have to take issue with the scrolling, though – it's just a bit too slow and jerky to be comfortable. Presentation generally is unadventurous (wargame programmers still don't seem to have discovered that there are alternatives to the Sinclair character set).

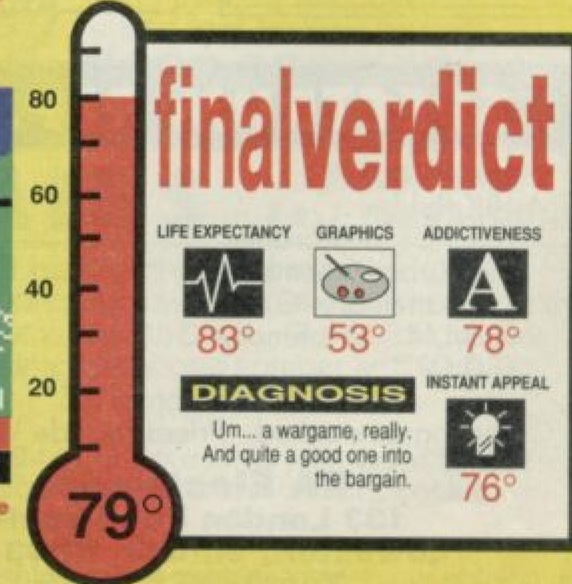
So if wargames feature highly on your list of pleasurable activities you'd be daft to miss out on *Fallschirmjager* (as it's cryptically subtitled). After all, new ones are pretty thin on the ground these days and this one's got some pretty devious strategies and things lurking in there somewhere. Now where did I put that SdKfz 2? *(Eh? Ed)*



Giddee-aunts! It's the shop bit! Time to see which bits of antique weaponry take my fancy, eh, Spec-chums? Let's see now - yes, I quite like the look of those paratroops (and how much are the tanks, please, sir?).



The anchor symbols mean there's a port there and the plane means (spook!) there's an airfield. (Sometimes my powers of observation quite amaze me.)



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
83°	53°	78°

DIAGNOSIS
Um... a wargame, really. And quite a good one into the bargain.

INSTANT APPEAL 76°

80 60 40 20 **79°**



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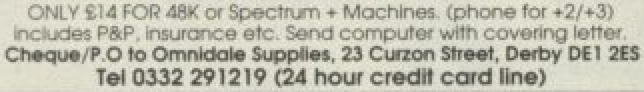
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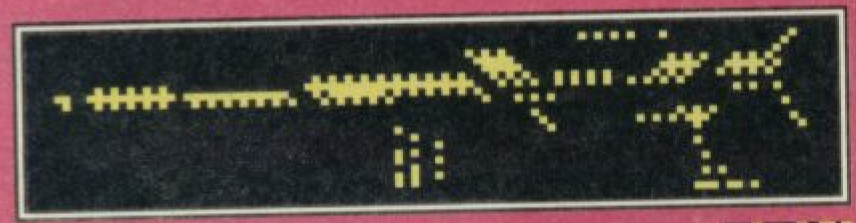
FUTURE SHOCKS



Christmas is over but the games just keep coming! Here are a few gob-smackers to get your juices flowing (oo-er!) ...

PREDATOR 2

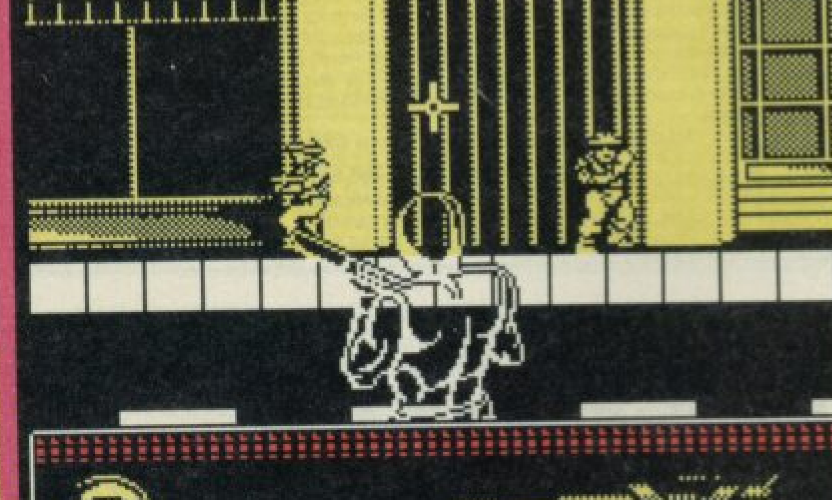
Image Works



What a brill movie *Predator* was, eh, Spec-chums? Of course, it starred 'our Arn' so it immediately got the *YS* thumbs-up! It was all about this bunch of real hard-nut commando blokies getting picked off in the middle of the jungle by a spooky alien thing that kept on turning invisible. And it was the biz!



Well, now here's *Predator 2* and the alien's back – only this time he's landed in the big, bad city (1995 Los Angeles to be exact) – and Arnie's nowhere to be seen!



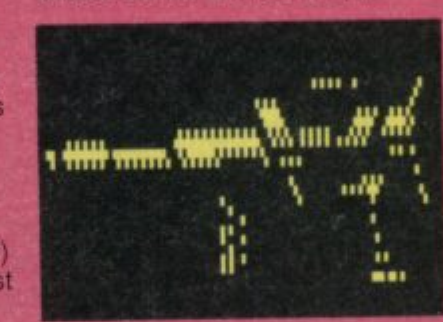
Remember the way Predator could camouflage himself against any background? Well, that's exactly what he's doing here! (Which is probably why you can't see him.)

We think it's going to be a big hit – and so must Image Works 'cos they've picked up the Speccy licence for it! It's a 3D sideways-scrolling shoot-'em-up, with you playing a good old copper called Harrigan stuck in the middle of a violent drug war. (Why is it that all American policemen have Irish names, eh?) Anyway, first you've got to wipe out the drug gangs and then it's onto the big, bad mamma herself (or himself. Or whatever). Your Spec'll be a shivering wreck!

As you can see, the whole thing looks pretty fast and frantic with big graphics and fast paced action. Keep a look-out for it around April.



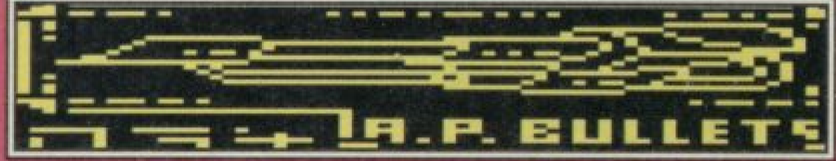
Oh no! Predator's back, and this time he's hitting the city! Er, better try and kill, eh? (Which means you're the bloke in the middle with the gun.)



ROBOZONE

Imageworks





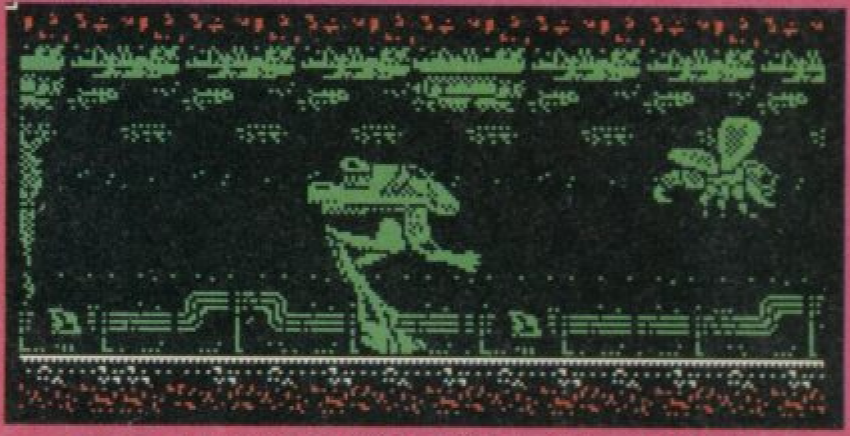
P*redator 2* isn't the only game that Image Works have got lined up for us. In *Robozone* we're off into the near future again in another action-packed sideways-scrolling shoot-'em-up, and things are just as horrible and bleak this time round as well!



According to the plot blurb, the cities in *Robozone* are so polluted that all the rich people have scarpered off to live on their yachts in the middle of the ocean. This leaves behind a) the poor people and b) a bunch of robots called the Wolverine who've got to guard everything until things get nice again. But they never do! Along come some more robots (a bit more horrible and mutated this time) and all of a sudden nearly all the Wolverine have been bashed up! You play the sole surviving Wolverine and you've got to get to some kind of furnace before these Pollutant chappies (that's what they're called) take over the city. Yikes!

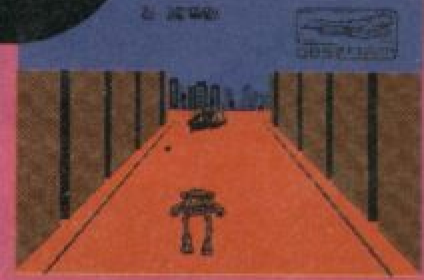
Those ED 209-type robots at the bottom right are the Wolverine. They exist in the destroyed city, all alone, with only rats and nasties for company.





A Wolverine meets up with some hideous flying thing. (Actually, it looks rather a cutey, doesn't it?)

We haven't got a release date yet but news has it that the three levels are absolutely humungous, and by and large the whole thing's a bit on the 'atmospheric side'. Sound good to us!



Here's a 3D action type bit. You'll probably have to belt down the passage at the speed of light.

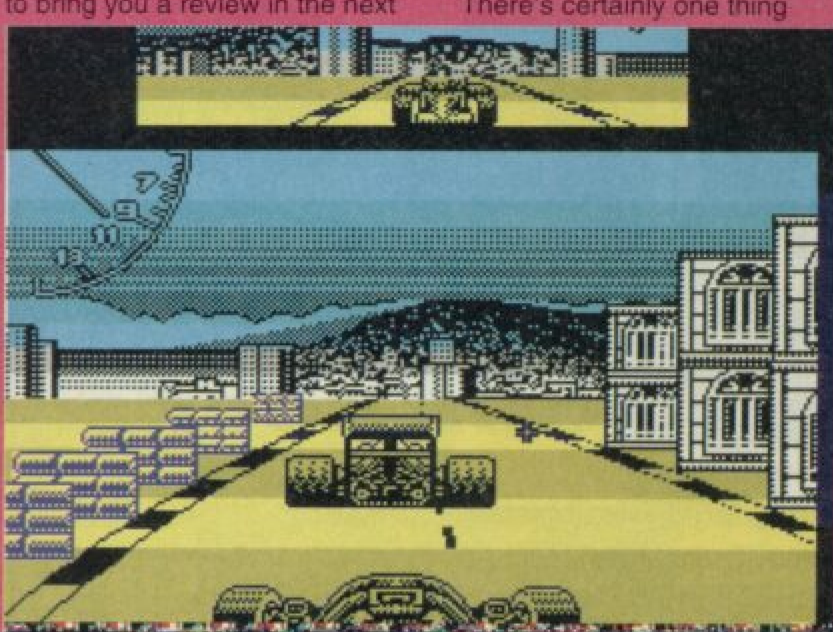
SUPER MONACO GRAND PRIX

US Gold

We've been hearing about this *Super Monaco GP* lark for quite a bit now, haven't we, Spec-chums? And here it is! Hopefully we'll be able to bring you a review in the next month or two (cross fingers) but in the meantime here are some screenshots and a bit of info to whet your appetite.

There's certainly one thing you can be sure of – *Super Monaco Grand Prix* is big! There are 16 (count 'em – 16!) levels, each one a complete race and driven round a different World Championship track. You've got to complete each one in order (although you do have a choice of rivals to compete against) and if you're really hot with your gearbox then you get to race in the prestigious finale which takes place in Monaco. The game's been programmed by Probe and they've tried to keep all the race tracks and Monaco streets as close to the real thing as possible. Hurrah!

The other thing that's really authentic are the controls and the handling of the car. You've got the dashboard in front of you of course but there are lots of other spooky technical things you've got to come to terms with – precision steering, a pretty spanky cornering device and, ooh, lots more.

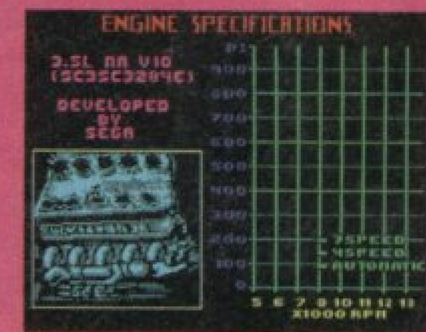


Big and fast 3D views are the order of the day. At the top of the screen is a mirror, which tells you that someone is belting up behind you. Put your foot down and overtake the slowcoach in front on the corner.



Cor. They've put a lot of thought into this. (Which means I can't understand a word of it!)

According to US Gold this one'll "drive up your emotions"! Which roughly translates as "we think we're onto a bit of a winner here!" And we think they might be too. Yowsa!



Not all engines are the same. Some are different colours, and others have more pipes attached.

THE LIGHT CORRIDOR

Infogrames



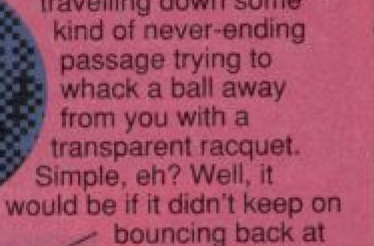


Hot on the heels of this month's *North And South* comes *The Light Corridor*, Infogrames' new "abstract arcade" game. And it's pretty spooky, we can tell you!

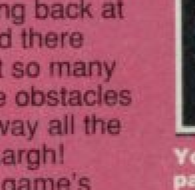
Basically, you're travelling down some kind of never-ending passage trying to whack a ball away from you with a transparent racquet. Simple, eh? Well, it would be if it didn't keep on bouncing back at you and there weren't so many horrible obstacles in the way all the time! Aargh!

The game's split into 2 bits, each with 7 different-coloured sections. After knocking the sphere about a bit (and picking up as many bonus points as you can) you encounter a challenge. If you're successful you get rewarded by a tiny bit of light showing at the end of the corridor. Hurrah!

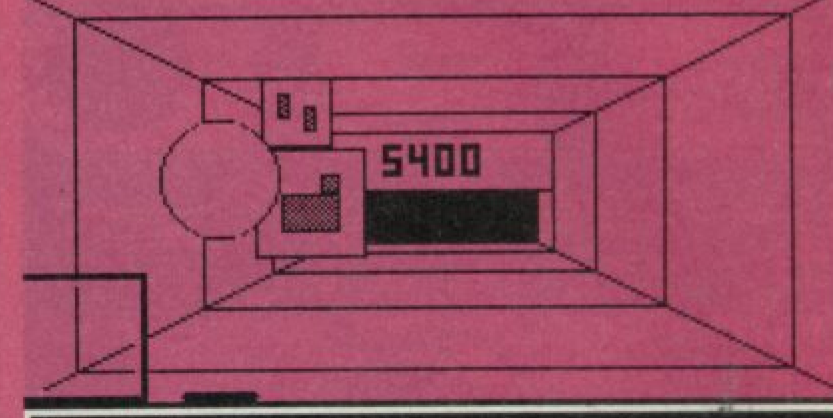
Apparently it's all something to do with "the echo of light on the walls of silence", but it strikes us as more of an addictive and quite endearing variation of a bat 'n' ball game. Watch out for the review in next month's ish!







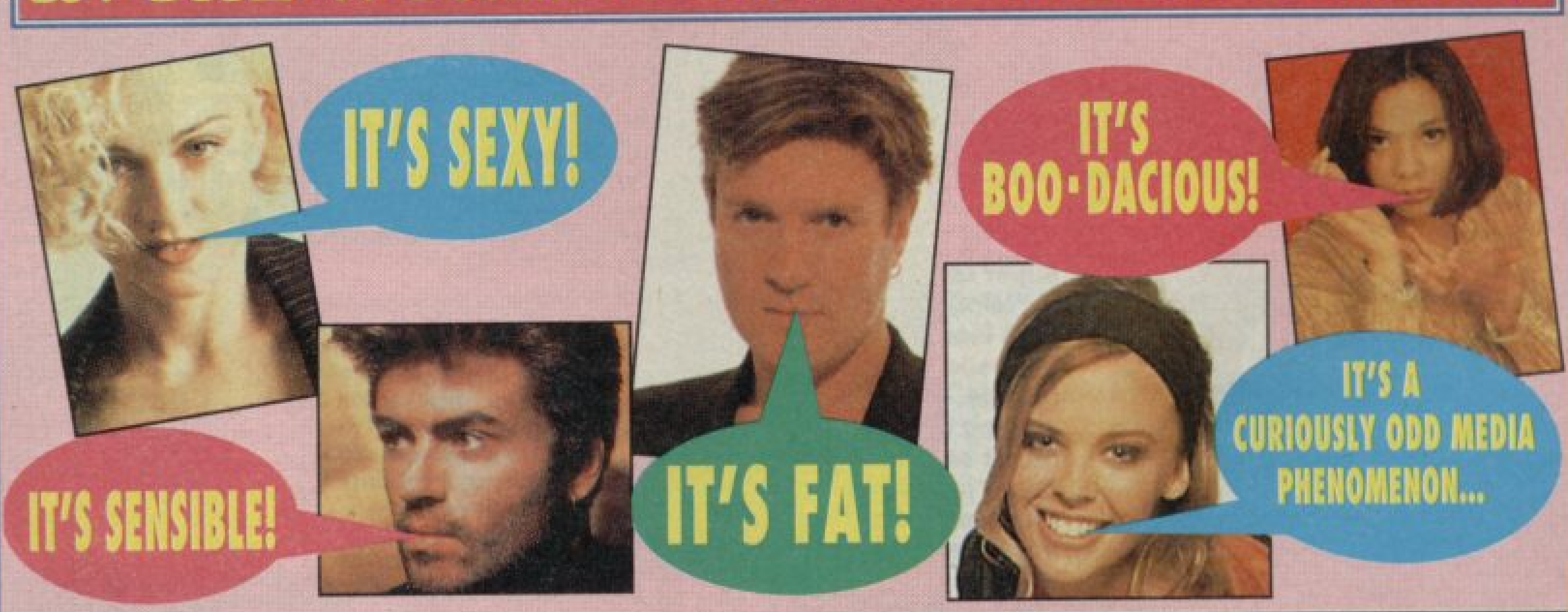
As well as a kind of 3D *Pang*, you're having to deal with a racing corridor that ever ends. Spook!





You must keep the ball bouncing down the never-ending passage. It's determined to bounce back whenever it can, so you'd best get that racquet in position early!





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***SPECTRUM:** cassette £14.95, disc £19.95*

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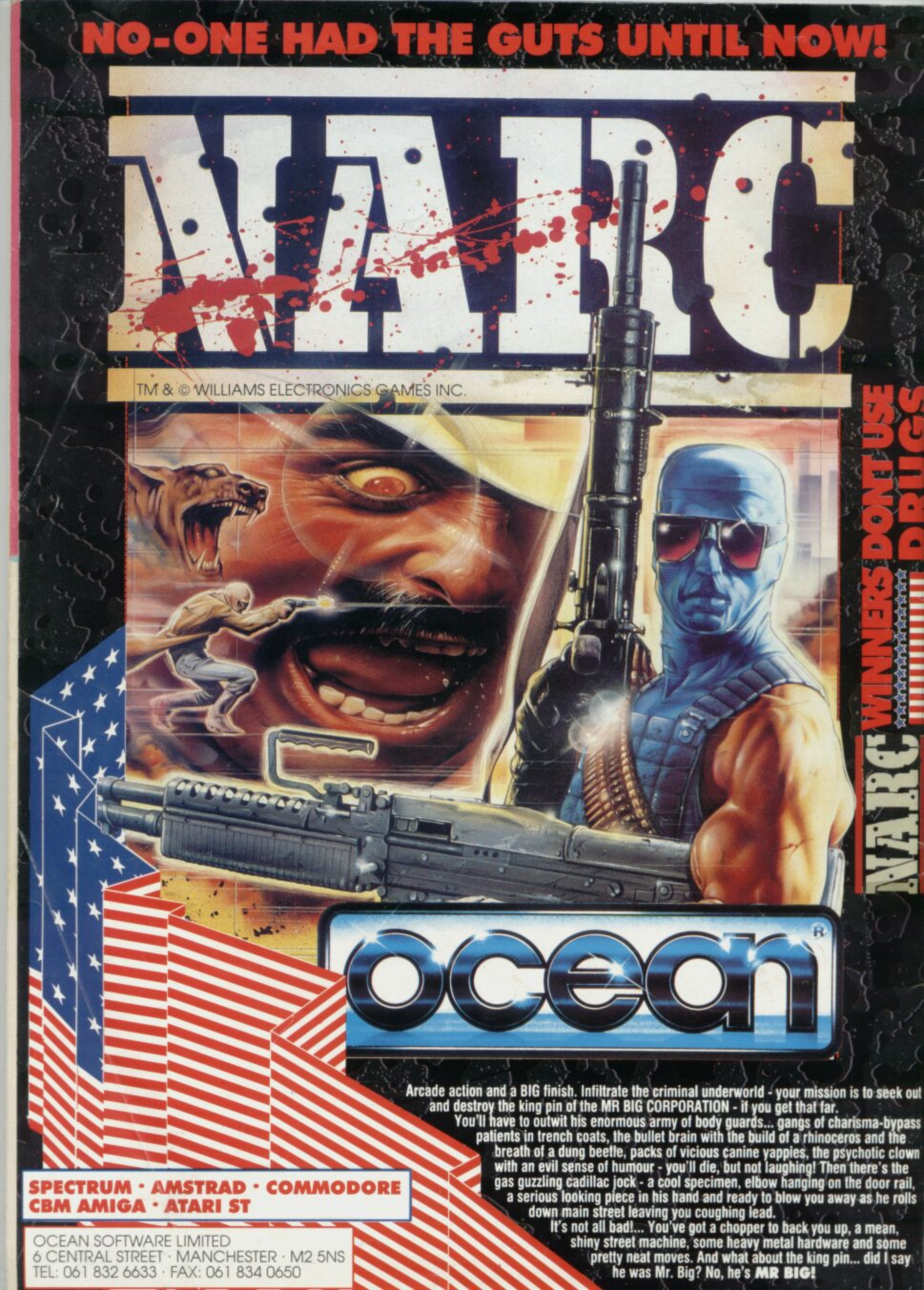


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